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- ◆ WRITTEN BY DAVE WINDING AND GREG OFF, AUTHORS OF "TOMB RAIDER 3: THE OFFICIAL STRATEGY GUIDE" AND "SYPHON FILTER: THE OFFICIAL STRATEGY GUIDE."

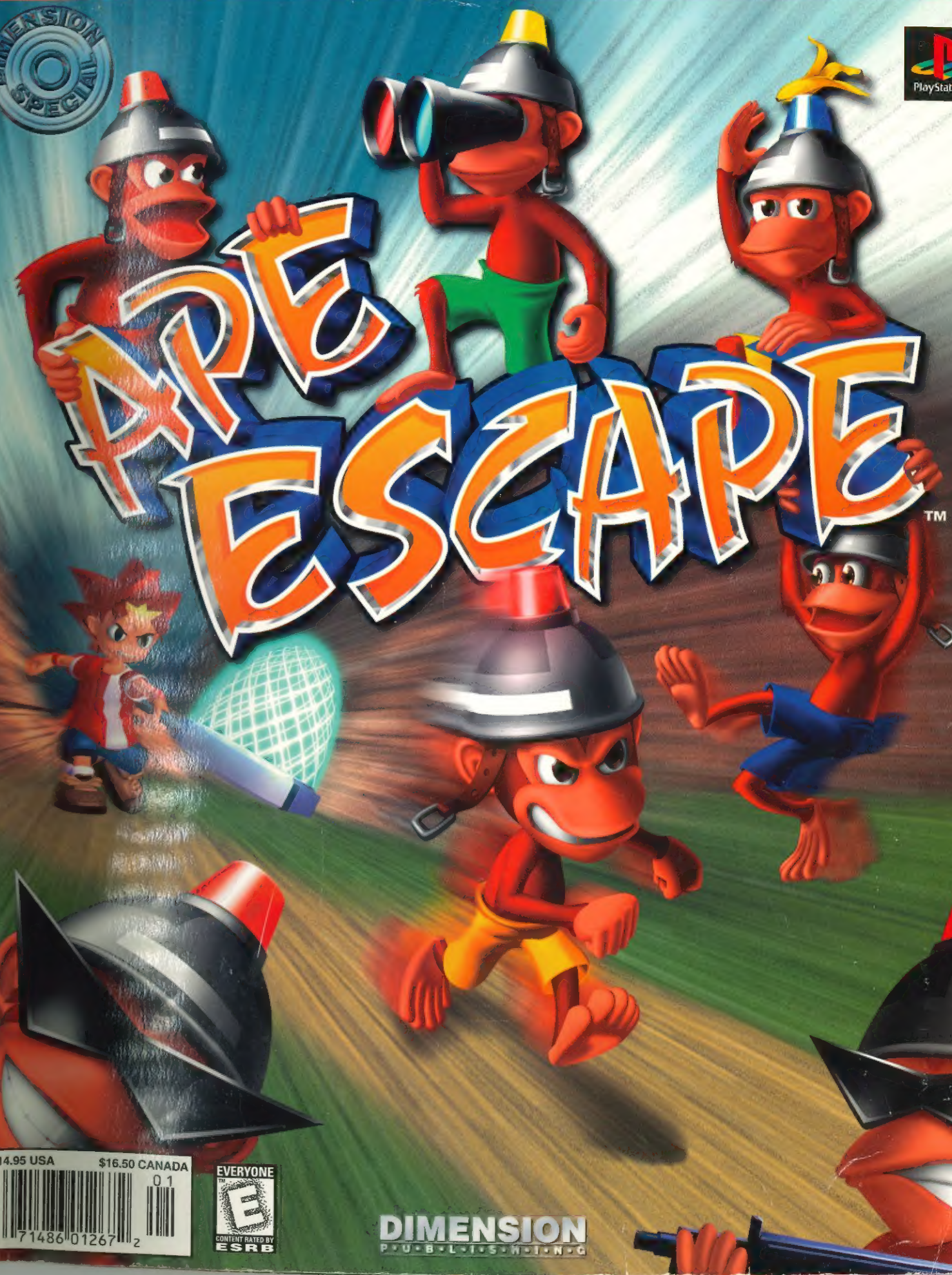
THE OFFICIAL
STRATEGY GUIDE

APES ESCAPE



DIMENSION
PUBLISHING

THE OFFICIAL STRATEGY GUIDE



\$14.95 USA \$16.50 CANADA



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THE OFFICIAL STRATEGY GUIDE

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GREETINGS FELLOW MONKEY CHASERS! THANK YOU FOR PURCHASING APE ESCAPE: THE OFFICIAL STRATEGY GUIDE. WE FEEL THAT THE GAME, THE FIRST TO REQUIRE THAT YOU HAVE A DUAL SHOCK ANALOG CONTROLLER, IS ONE OF THE MOST UNIQUE TO BE FOUND ON THE PLAYSTATION GAME CONSOLE AND THAT IT WILL ENTERTAIN YOU FOR HOURS UPON HOURS. OF COURSE, FINDING ALL OF THE PESKY MONKEYS THAT INHABIT THE GAME'S 24+ WORLDS CAN BE QUITE CHALLENGING AND THAT'S WHERE WE COME IN. APE ESCAPE: THE OFFICIAL STRATEGY GUIDE HAS BEEN WRITTEN SO THAT YOU CAN GET THROUGH THE GAME COMPLETELY, CAPTURING EVERY MONKEY AND SNAGGING EVERY SPECTER COIN, IN THE MOST EFFICIENT MANNER. WITH OUR EASY TO READ WALK-THROUGH, YOU WILL FIND THE HARDEST TO REACH CHIMPS, LEARN THEIR NAMES AND EVEN BECOME ACQUAINTED WITH THEIR UNIQUE PERSONALITIES. YOU WANT TO PLAY THE BONUS GAMES? WE TELL YOU HOW TO UNLOCK THEM. YOU WANT THE SCOOP ON ALL OF THE IN-GAME SECRETS? WE'VE GOT THE 411. AND, THE BIG QUESTION: WHAT DO YOU HAVE TO DO TO FIGHT SPECTER A SECOND TIME AND GET THE PERFECT ENDING? WE WORKED LONG AND HARD ANSWERING THAT ONE AND WE'VE GOT A PLAN FOR YOU. OVER THE NEXT 100+ PAGES, WE'LL GIVE YOU MAPS, OVER 1,000 FULL COLOR SCREEN SHOTS AND INSIGHTFUL COMMENTARY THAT WILL HAVE YOU ON THE ROAD TO THAT FINAL CONFRONTATION IN NO TIME. WE HOPE YOU HAVE AS MUCH FUN PLAYING THE GAME AS WE DID WRITING THIS BOOK.

GREG AND DAVE

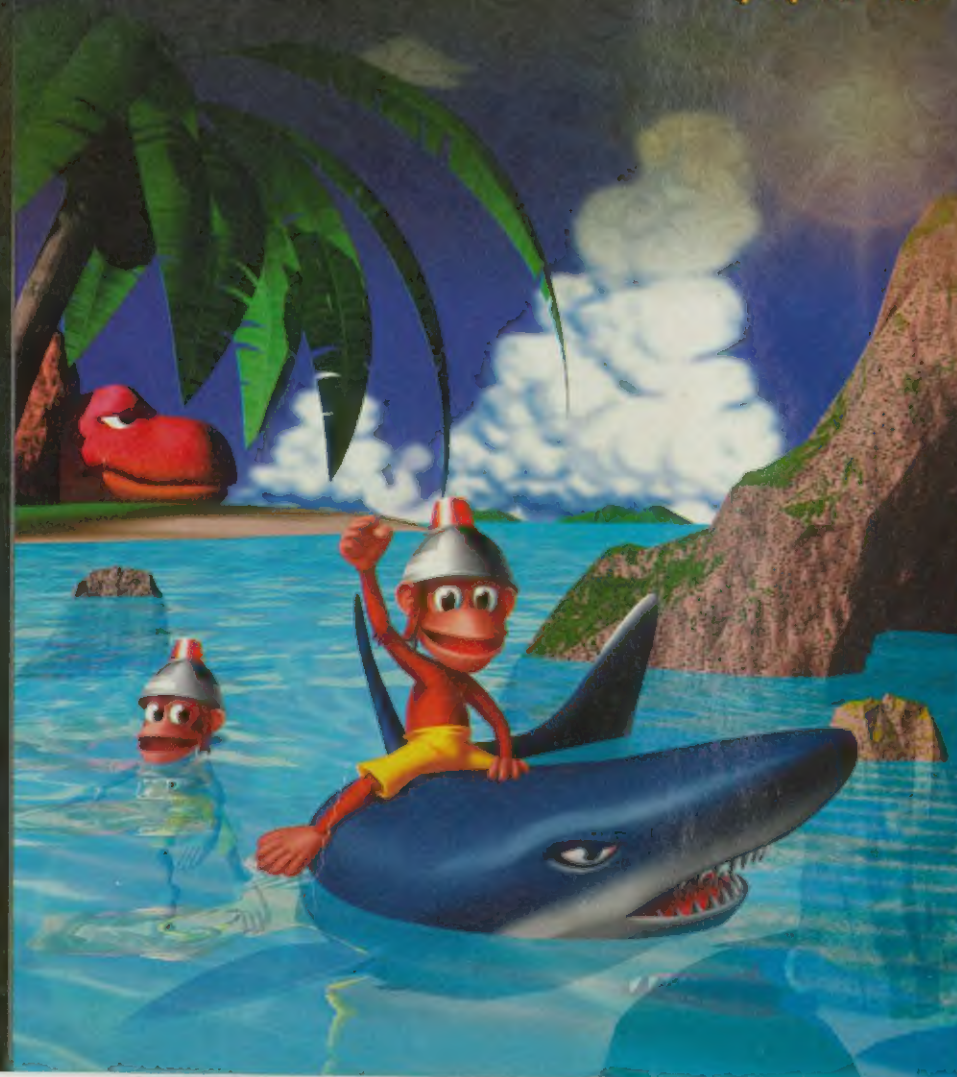


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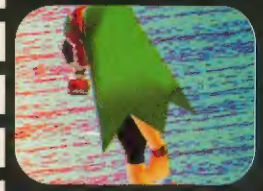
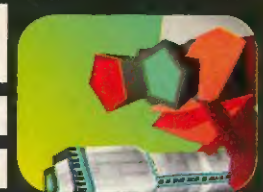
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GETTING STARTED

GADGETS:

Successfully navigating through and around the world of Ape Escape depends on these wonderful gadgets you'll acquire during your adventure. Listed below are the ten gadgets you'll receive, along with their purpose and how they are manipulated.



STUN CLUB: The Stun Club does exactly what its name implies — stuns. This handy little gadget comes pre-equipped when you start the game and can be used to whack enemies, hit switches and temporarily stun those pesky monkeys. The Stun Club is swung with the right stick and, by executing a circular motion with the right stick, will result in triggering a special spin move.



TIME NET: The Time Net is one of the most important gadgets in the game. Without it, you won't be able to capture the monkeys and send them back to the present. As with the Stun Club, it comes as standard equipment when you start the game. The net can be swung around in any direction using the right stick.



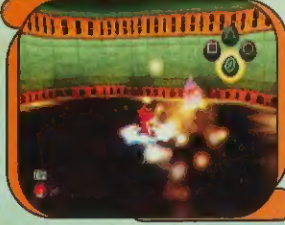
WATER NET: The Water Net is the ideal gadget for capturing water-bound monkeys. It also doubles as an oxygen tank, allowing Spike to swim underwater while shooting underwater nets. To use it, just press down on the left stick to dive and press down on the right one to shoot a net. Holding down on the R1 button will make Spike swim faster as well.



MONKEY RADAR: The Monkey Radar is a cool gadget that comes in handy for tracking down those hard-to-find simians. Like a game of hot and cold, the closer you get to a monkey, the louder the radar will beep, alerting you to the monkey's presence. When you get close enough, you can use the L2 button in conjunction with the radar, to access the "monkey cam". The "monkey cam" will give you a visual of the critter and his surroundings. It will also give you the necessary background information on each ape, including their speed, aggressiveness and alertness.



SLINGBACK SHOOTER: The Slingback Shooter is great for targeting enemies from far away, as well as activating unreachable switches. Once equipped, just pull back on the right stick and let go. There are three different types of bullets: Normal — which take out smaller enemies and activate most switches you encounter — they're unlimited, Flash — which must be collected from fallen enemies and explode on impact with the first object they hit — great for bosses and enemies that take more than one hit to defeat, and Guided — pull back on the stick, aim at the enemy and up to three lock-on cursors will appear. Let go and your bullets will home in on their intended prey. These bullets must also be collected from fallen enemies and are in short supply.

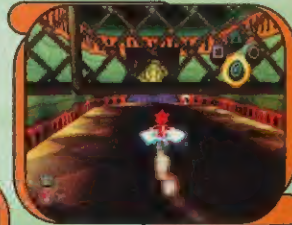


SUPER HOOP: The Super Hoop is used just like a hula-hoop. When equipped, rotate the right stick around like you would with your body if you were using the real thing. Rotate it a few times and the Hoop becomes powered up, acting as a temporary shield. Not only that, when powered up, the Super Hoop gives you a quick boost of speed, allowing you to dash through closing doorways and out of sticky situations quickly.

SKY FLYER: The Sky Flyer is one of the most used (and useful) gadgets in the game. With a circular motion of the right stick, the Sky Flyer will temporarily loft you into the air. This gadget comes in handy when trying to get across large gaps and chasms, or when attempting to jump up to otherwise unreachable platforms and ledges. The Sky Flyer can also be used as a weapon against certain airborne enemies.



RC CAR: The RC Car is totally cool. This little gadget is activated by pressing down on the right stick and is controlled by using the same stick to steer it in any direction. What's more, you can still run around with the left stick while you are controlling the car. This gadget is especially handy for getting into small spaces, activating floor switches, driving out monkeys from otherwise unreachable areas, and collecting booty.



MAGIC PUNCH: The Magic Punch is the very last gadget you receive — and only after you've beaten the game. This dime-store gadget, packs a wallop — literally, and gives Spike an advantage over the apes. When equipped, the Magic Punch allows you to break through certain flashing walls and items that were previously indestructible. This gadget is also much stronger than the Stun Club, bringing down most enemies in one hit (versus the two or three it would typically take with another gadget). It also has a much longer range of attack. Besides being a necessity for getting all of the apes (later on in the game, you'll encounter a few monkeys trapped in cases that can only be broken through with it), the Magic Punch is necessary for beating the Time Attack levels, as it allows you to take "shortcuts" into certain areas that would otherwise require you to go out of your way (and waste precious time).

MOVES:

In addition to the arsenal of gadgets, Spike has a variety of moves he can (and must) pull off at any given moment.



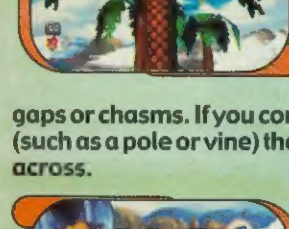
JUMP: If you're going to survive the world of Ape Escape, learning to jump is key. Pulling off a standard jump is simply done by pressing the R1 button.



DOUBLE JUMP: Double jumping is an even more important maneuver, allowing Spike more air time and giving him the necessary height to get up to platforms and ledges that would be otherwise unreachable. To execute a double jump, first press the R1 button to jump, then press it again to get an extra boost in the air.



CRAWL: While you won't need to use the crawl to get into and under small spaces, crawling is an aid in capturing the monkeys. This stealth move allows Spike to sneak up to an unsuspecting monkey from behind. They won't see him until it's too late. To crawl, just press down on the left stick and then move Spike in the direction you want him to crawl. Spike can still use most of the gadgets while in this position.



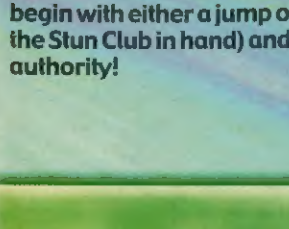
PLAYING POSSUM: In addition to crawling, Spike has another move in his repertoire that allows him to sneak up on the unwitting chimps. While in the crawl position, Spike can "play dead", tricking the monkeys into thinking he's not a threat. To execute this move, first press down on the left stick, then while still in the crawl position, press down on the right stick. Spike will lay on his side and curl up into a ball. How's that for cool?



CLIMBING: There are a variety of objects in Ape Escape that can be climbed, which include trees, poles and vines. Typically, climbing up these objects will result in discovering goodies, such as energy chips and Specter Coins, but there will be times when Spike must climb an object in order to advance in the game. Climbing is done automatically; just jump at the object you want to climb and Spike will latch on.



GRAPPLE: In addition to climbing, Spike can also grapple or shimmy hand-over-hand across certain objects. This move comes into play only a few times in the game, but comes in handy when there is no other way to get across large gaps or chasms. If you come to an area that looks like it can't be crossed, chances are there is an object (such as a pole or vine) that Spike can grab on to (by jumping up to it from underneath) and then grapple across.



SLOW WALK: Spike has three degrees of movement which can be used to get him across treacherous ledges or through sticky predicaments. The first, the slow walk, should only be used when trying to navigate very small ledges and platforms where precision is the key. To walk slowly, just apply a very small amount of pressure to the left stick.

WALK: Walking is obviously a little faster than the slow walk, but not by much. The standard walk should be used in similar situations (where you have to use precision movements in order to get across tricky areas), but where you might have a little more confidence in your handling, or there is more room for error. To walk regularly, apply more pressure to the left stick, but do not move it all the way in any direction.

RUN: Running is Spike's default movement in the game. It's amazing that the little guy doesn't get tired from running through level after level. To run, just push the left stick all the way forward in the direction you want to head.

JUMP SMASH: This advanced move comes in handy against some of the more aggressive, gun-toting apes, as well as some of the other enemies in the game (such as the crabs in Crabby Beach). To execute: begin with either a jump or a double jump, then at the top of your jump push the left stick down (with the Stun Club in hand) and Spike will come down on the enemy with a tremendous amount of authority!



APES

The more you play Ape Escape, you will find that the monkeys have different personalities, as well as different attributes. There are a total of 204 apes that need to be captured in the game in order to fight Specter a second time and get the "perfect" ending to the game. If you're like us, you will actually find yourself growing attached to the little guys as you make your way through the adventure.



RANKING: Each monkey is ranked in three different categories: Speed, Attack and Alert. Pay attention to your Monkey Radar and make use of the information it gives you. If you know how aware and aggressive a monkey is, you will be able to bag him quicker, while suffering less damage.



HELMETS: Pay attention to the ape's siren on his helmet. If it is blue, he is unaware of your presence. If it is yellow, he is on alert for you. And, if it is red, he knows you are in the immediate vicinity and will run, take a swing at you and use any fire-power at his disposal to drop you on the spot.

THEIR WEAPONS: Specter has equipped his army of apes with an



arsenal of weapons. It's a good idea to check out your prey before going in to grab them and see what kind of heat they're packing. Among the various weapons at their disposal, you'll find Banana Peels, Laser Guns, Bombs, Ufo's, Gunnery Stations, Guided Missiles and, if you get too close, their own hands.

CAPTURING TECHNIQUES



MASTERING STEALTH: Learning how to use the Crawl and Playing Possum moves is key to bagging the apes with the least amount of resistance. To move around with the least possibility of being noticed by the chimps, make liberal use of the Monkey Radar to locate your simian friends. As you enter a level or area, then crawl toward the victim. A little tip: even if the ape's siren is blue, you might want to sneak up from behind. Even the most dense of the monkeys will notice you're in the area if you get right up in their face(s). Also, Playing Possum will come in handy more than once in the game; particularly when faced with machines that try to blow you out of an area.



USING YOUR WEAPONS AND GADGETS: How you go about bagging monkeys will be, to a certain extent, based on personal preference. However, there are a number of things that you can do to make the ratio of successfully using the Time Net more efficient. The first thing that you will want to remember is to make sure you stun the monkeys first, then apply the Time Net. A quick knock on the noggin' from the Stun Club will save you a lot of unnecessary chimp chasing! Next, when exploring open areas, why not wear your Super Hoop? In addition to being a very fashionable accessory, it can get you to your destination A LOT more quickly (an absolute must when playing in Time Attack mode) and safely. You can take care of many a ground-based enemy this way. Lastly, when tackling difficult jumps, always have the Sky Flyer (that is, once you actually get it) at the ready to back you up in case your timing is not all it could be.

VEHICLES

RAFT: The key to moving the raft is to rotate the left stick counter-clockwise and the right stick clockwise, at the same time. This will have you travelling at full speed, in a straight line. To adjust your direction, simply ease off of one stick in favor of the other.



TANK: The tank controls are a little tricky, but very cool once you get the hang of them. Push both thumbsticks up to move straight. Push the left one up while pulling the right down to turn right, and the right one up while pulling the left one down to turn left. Pull both thumbsticks down to go in reverse and vary the left and right sticks to turn while in reverse. The Tank also has two weapons: machine guns — press down on the left stick, and shells — press down on the right stick. For more precision shooting, hit the L2 button to go into first person mode and then manipulate the thumbsticks.



COASTER: You don't really control the Coaster while you ride in it. The only thing you need to do is use the R1 button to jump at the appropriate time. A good tip is to keep an eye on the Coaster track as it leaves either the right or left side of the screen. This way, you can get a better idea of what goodies (or trouble) lay ahead.



COLLECTIBLES:

ENERGY CHIPS: Energy Chips are the two most common collectibles in Ape Escape. The little ones count as one and the big ones as five. Collect 100 of them to earn a free life. Energy Chips can be found littered throughout a level and are also found by whacking enemies. In the Time Attack mode, the collection of Energy Chips is essential (partic-

ularly the big ones), as they will stop the clock for a varying period of time.



FREE LIVES: Most of the levels feature some fixed free life icons (in the form of Spike's shirt), in addition to those you earn by collecting Energy Chips. You will want to build up all of the extra lives you can during the game's first few levels, as you will need them later in the game.



SPECTER COINS: There are a total of 60 Specter Coins to be found in Ape Escape. The sole purpose of these coins is to open up Ape Escape's three mini games. You only need to collect 40 to open up all three games (10 to open the first, 20 to open the second, and 40 to open the last).

COOKIES: Cookies are the health tonic in Ape Escape. When you get hit by an enemy, you will lose a Cookie. Your health is represented by a total of five Cookies. So, you are able to take five enemy hits before losing a life. You can replenish your health by finding the Cookies that are strewn about the game levels, by defeating enemies and by whacking the unlimited Cookie jars that appear in the game from time to time.



TIME ATTACK MODE:



Time Attack mode is a cool gameplay element that has no effect on beating the game. If you capture all of the apes and nab all of the specter Coins, you will notice that your percentage complete figure is less than 100%. This is because, in order to get 100%, you must get Gold medals in each of the game's main levels. How do you do this? By posting a qualifying time in each level. Basically, you will have to capture a certain number of monkeys before time runs out. The better your time, the more likely you are to capture the Gold. We repeat: While getting Gold in all levels will give you 100% completion, there are no additional rewards for doing it. You beat the game once you've captured all 204 apes and 60 Specter Coins.



LEVEL RETURN:

We have written this book with the understanding that, until you were given the appropriate Gadget, you would not be able to capture all of the monkeys in a given level. So, what we have done is to walk you through each level with the gadgets that you would have available to you at the time, to capture the required monkeys to beat the level. After this is accomplished, you will see the heading: "LEVEL RETURN" in red under the next screen shot. This is the point in the level walk-through that you should return to, once you've been given the Gadget(s) necessary for the 100%/"Perfect" completion of the level. Make sure you check the level maps and information box at the beginning of each level. They will let you know what Gadgets you need to complete that level, and where the additional apes can be found.

CAST OF CHARACTERS

SPIKE: Our hero. Spike is the unlikely protagonist of the story. On his own, he doesn't have much gas in the tank... just a desire to go places. But, with the Professor's help, he is going to become Specter's worst nightmare!

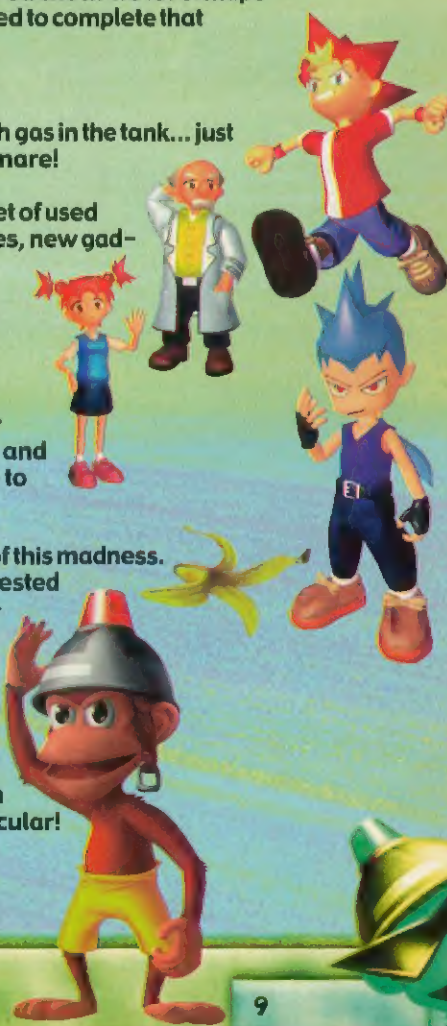
PROFESSOR: The Prof is the man. Without his wonderful Gadgets, we'd all be surviving on a diet of used banana peels. The Professor will be there for Spike, whenever he is needed; with specter updates, new gadget training, etc. Ultimately, however, you will need to come to his aid; more about that later.

NATALIE: Don't be fooled by her sweet face and pigtails, Natalie doesn't play around. Like your big sister, she has no patience for any shenanigans and will let you know, quite verbally, when she's irritated.

JAKE: Jake is Spike's best friend, gone bad. It seems that Jake's mind is under Specter's control. In addition to putting an end to Specter's reign of terror and capturing all of his monkeys, you will have to save Jake and return him to the side of light and goodness.

SPECTER: Specter is the evil, white monkey that is responsible for all of this madness. He discovered the Professor's Peak Point Helmet and, by putting this untested contraption on, has gone from a cute chimp at the zoo to a raving, maniacal, mad-monkey with plans to take over the world. Your ultimate goal is to defeat him, remove his helmet and return him to the zoo.

THE MONKEYS: These guys really are the stars of the game and we treat them as such. If you want the scoop on each and every monkey in the game, turn to the back of this book to view our "Monkey Gallery" — where we present a checklist for you to use as you move through the game. Each monkey's name, picture and personality is featured in this simian spectacular!



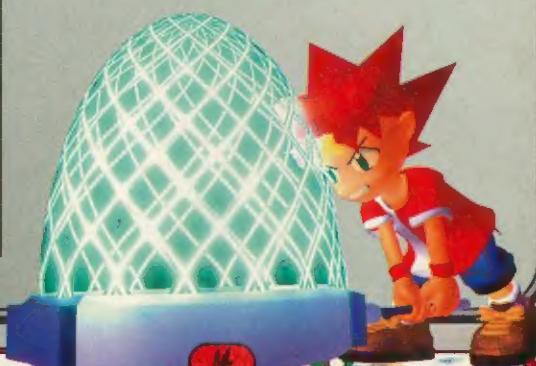
FOSSIL FIELD

MONKEYS:
3 TO BEAT LEVEL
4 TOTAL
SPECTER COINS: 1
ADDITIONAL GADGETS
REQUIRED: SKY FLYER



LEGEND

- | | |
|-----------------|--------------------|
| = Monkey | = Movables |
| = Crated Monkey | = Breakables |
| = Blue Mail Box | = RC Car Switch |
| = Red Mail Box | = Red Wall Switch |
| = Area Start | = Red Floor Switch |
| = Enemy | = Cog Wheel 1 |
| = Specter Coin | = Cog Wheel 2 |
| = Entrance/Exit | = UFO Pod |
| = Vehicle | = Spring Pad |



Your first battleground is a fairly easy one — requiring you to capture three apes. All three are in the open area right at the front.



Jorgy, Monkey #1, can be found by the dirt dinosaur footprint, as you begin the level. Use your crawl move to sneak up and bag him from behind.



Noonan, Monkey #2, is to the right of the first back in the corner.



Nati, Monkey #3, is hanging out on top of the grass steps at the other side of the open area. Don't grab him yet.



Before you bag him, climb the palm trees to snag the gold chips and the Specter Coin.



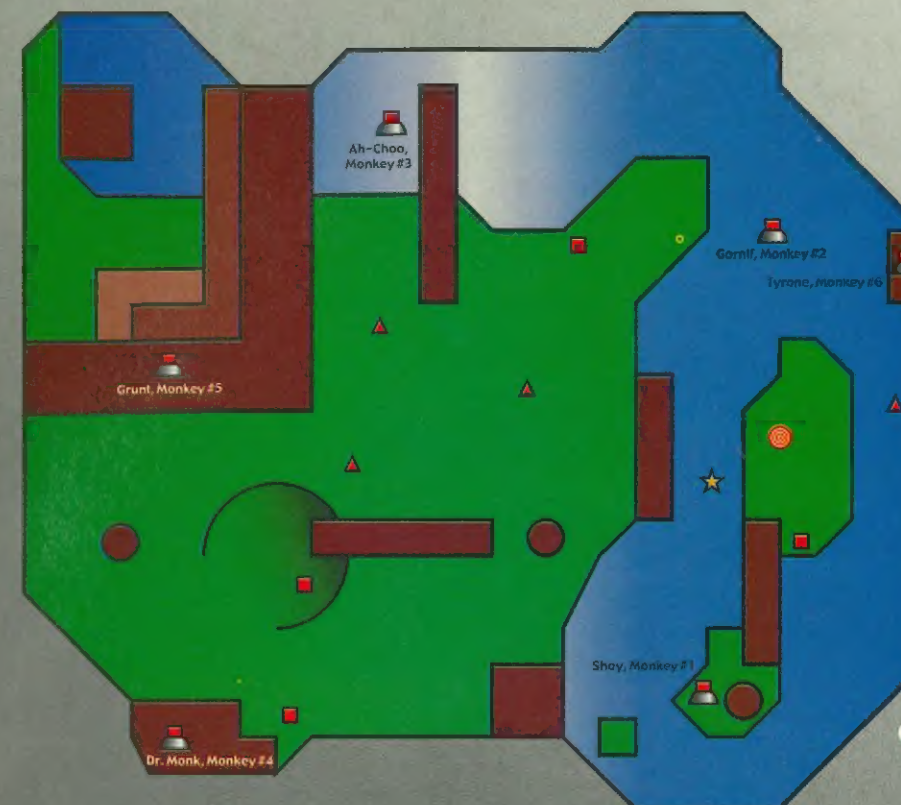
Ok, now you can nab that pesky monkey.



Level Return
After beating the game, return to the level to find **Tray C, Monkey #4**, is sitting atop a ledge on the right side of the open area. Use the Sky Flyer to propel up to the ledge and break out that Time Net.

PRIMORDIAL OOZE

MONKEYS:
4 TO BEAT LEVEL
6 TOTAL
SPECTER COINS: 1
NEW GADGET: **WATER NET**
ADDITIONAL GADGETS
REQUIRED: NONE



LEGEND

- | | |
|-----------------|--------------------|
| = Monkey | = Movables |
| = Crated Monkey | = Breakables |
| = Blue Mail Box | = RC Car Switch |
| = Red Mail Box | = Red Wall Switch |
| = Area Start | = Red Floor Switch |
| = Enemy | = Cog Wheel 1 |
| = Specter Coin | = Cog Wheel 2 |
| = Entrance/Exit | = UFO Pod |
| = Vehicle | = Spring Pad |



Since you've been given a new gadget, we begin with a short training session designed to help familiarize you with the new goodie. Fool around in here until you are comfortable with the Water Net, then head into the level.



Shay, Monkey #1, is just to the other side of this bridge. If you're not quick, he will jump across the water to the land mass on the other side.



Once you've snagged him, jump into the water to find the **Gornif, Monkey #2**...



... And the Specter Coin down below. Don't let yourself run into the swimming dino, you'll lose a cookie if you do.



Now, swim through and around the channel and **Ah-Choo, Monkey #3**, will jump into the water from above (he should be by this opening). Climb out at the angled log after he's been captured.



Snag all of the gold chips in the area and bash the baddies who pop up from the ground, then climb up this tree; across from the platform that is home to **Dr. Monk, Monkey #4**.



To nab him, jump off the top of the tree, then quickly execute a double jump to land next to the ape. Voila!



Level Return
When you return to the level, to snag apes 5-6, head back into the water and swim back through the channel. Follow the collectible trail into an isolated area with a ramp out of the water that leads to some steps.



At the top of these ramps is **Grunt, Monkey #5**.



Finally, **Tyrone, Monkey #6** can be captured with the help of the sea serpent. Head into the water and take a ride on the sea serpent's back. When he gets close to the cliff that the ape inhabits, do a double jump to get up on the cliff with him. Bag him!



By completing the level perfectly, you open up the Time Attack mode for this level. Now, you have to try and capture four of the six apes in the level as fast as possible — see if you can beat the best posted time!



Begin your adventure in this primitive area by heading up the ramp.



At the top, you will immediately find two apes. There is **Coco, Monkey #1**, who's just across the water...



and **Scotty, Monkey #2**, who's hiding behind the waterfall. Jump into the waterfall and bag Scotty first.



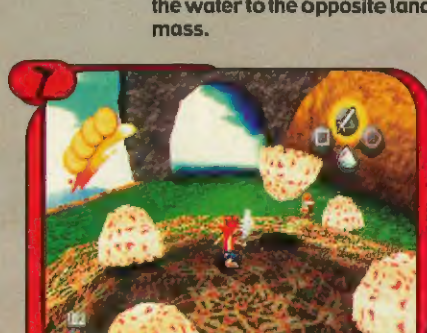
Then, double jump across to the other side and get ready to nab Coco. Make sure you get rid of the baddies who pop out of the ground, as he will use them for his protection. If you don't quickly grab Coco, he will jump back and forth, across the water to the opposite land mass.



After Coco is in your possession, jump onto the moving platform, then off at the top.



The next area contains the level's Specter Coin, floating over a ramp which you can't run up. Go around to the top of the ramp, then run, jump, grab and slide!



There is also a nest up here, protected by a rather large pterodactyl. **J. Thomas, Monkey #3**, is hiding under one of the empty egg shells.



Use your Stun Club to whack the shells and reveal the pesky critter. When you hear the pterodactyl screech, get out of its way (watch for its shadow) — unless you want to be grabbed and dropped from up high.



If J. Thomas darts under another shell before you can grab him, repeat the process with your club until you bag him.



Now, head past the nest and into the cave.



On the other side is a huge T-Rex, with **Barney, Monkey #4**, riding atop him...



... And **Mattie, Monkey #5**, on top of a platform at the opposite end of this area.



It is your choice as to which one you want to nab to clear this level. The other one will be waiting for you once you return. Let's get the one on the back of the dino.



What you need to do is to get T-Rex to bash his head into the sides of these rock platforms four times. Once accomplished, the ape will fall off of his back. Simply tease him by resting on the grey rocks, then back off when he charges. Run to the next platform and repeat.

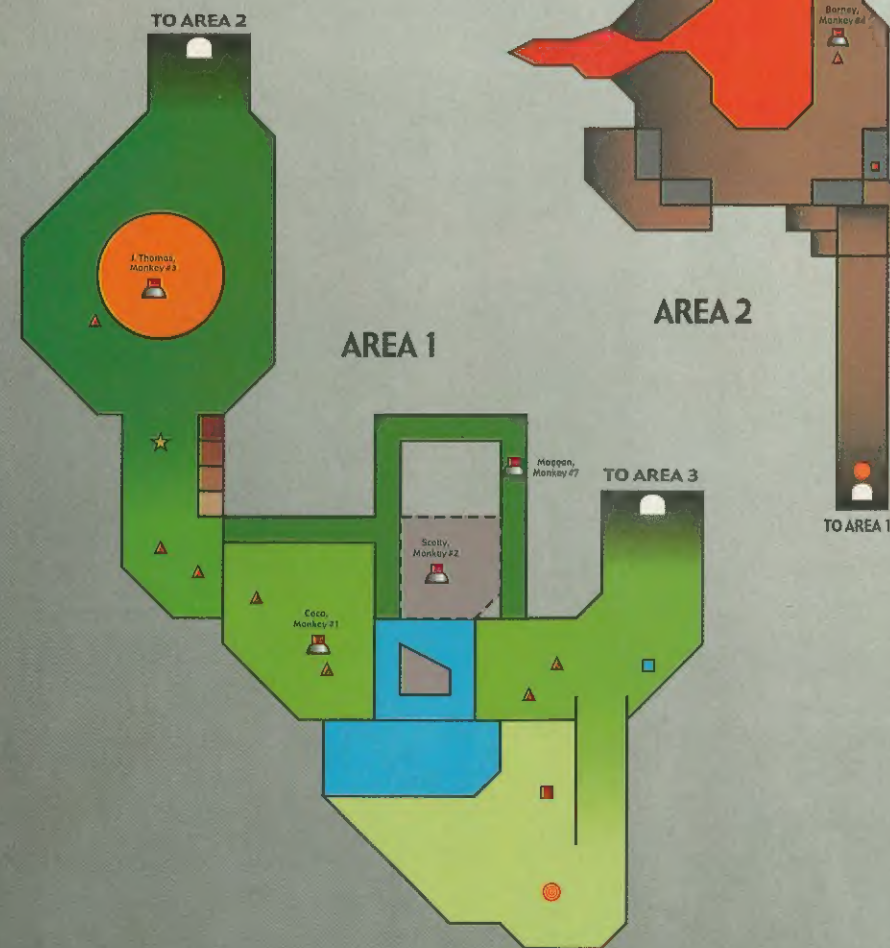
STAGE 1-3 THE LOST LAND

MOLTEN LAVA

MONKEYS:
4 TO BEAT LEVEL
7 TOTAL
SPECTER COINS: 1
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: SLINGBACK
SHOOTER
SKY FLYER

LEGEND

	= Monkey		= Movables
	= Crated Monkey		= Breakables
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad





After four knocks in the noodle, one groggy monkey is yours for the snaggin'!



Level Return
Returning to the level, come back to the T-Rex area and grab **Mattie, Monkey #5**.



Now, for **Rocky, Monkey #6**. Head back out, past the nest, and across the waterfall. Straight ahead and around the corner is a cave — head into it.



On the other side, you will find yourself trapped in a cage... no worries! Simply equip the Slingback Shooter and fire one at the red button just outside of the cage to open it.



Once outside the cage, you will need to knock Rocky off of the Stegosaur's back. To do this, simply use your Stun Club to knock the bombs that the ape throws at you into the path of the dino.



After a couple of hits, the dino will stumble and Rocky will fall to the ground; easy pickin's for the Time Net!



Now, return to the main area and go past the waterfall. Hop on the moving platform, then use the Sky Flyer to propel yourself up to this ledge above the waterfall.



To get **Moggan, Monkey #7**, either follow the path behind the waterfall or just execute a double jump, followed by the Sky Flyer, to get across to the other side of the water. Either way, get over there and snag him!

STAGE 2-1 THE MYSTERIOUS AGE

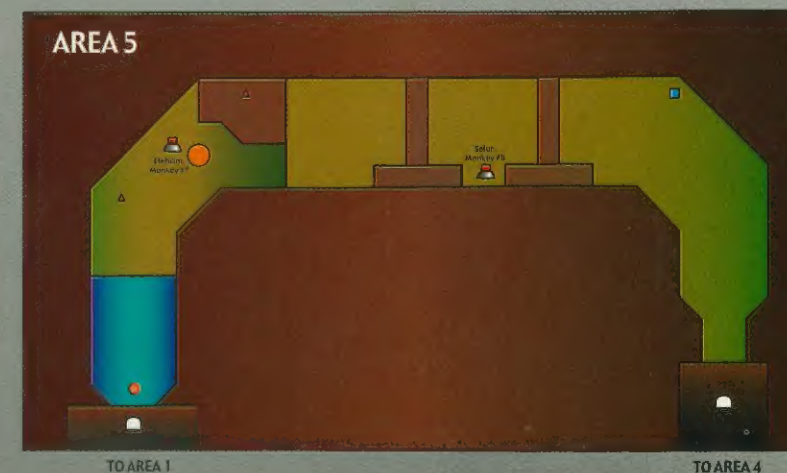
THICK JUNGLE

MONKEYS:
6 TO BEAT LEVEL
14 TOTAL
SPECTER COINS: 4
NEW GADGET: MONKEY
RADAR
**ADDITIONAL GADGETS
REQUIRED:** SLINGBACK
SHOOTER
SKY FLYER



LEGEND

	= Monkey		= Movable
	= Crated Monkey		= Breakable
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pad
	= Vehicle		= Spring Pad





We begin the Mysterious Age with the Thick Jungle level. There are a total of 14 apes that must be found in this level, but we'll only be able to snag a portion of them, as there are a couple of gadgets we are going to need before we can reach the remaining apes and Specter Coins. We begin this level by receiving the Monkey Radar. This gadget will help you locate hard to find apes. Give it a try!



Upon beginning the level, follow your Monkey Radar to find **Marquez, Monkey #1** and **Livingston, Monkey #2**, inside two of the plant pods hanging from the big tree in this first area.



Use your Stun Club to roost them from inside the plants, then catch them before they jump back in. Those ferocious-looking plants on the ground won't hurt you, but they will slow you down. The bees, on the other hand, do sting.



Use the radar again to locate **George, Monkey #3**. He is in a small wood tower (by the way, using the L2 button, you can now zoom-in on the apes and find out their names and a brief ape biography). Jump up there and get him!



Bag Dilweed and head through the cave to the next area.



Upon arriving, use the Monkey Radar and look to the right to find Nasus — we'll end up coming back for him.



To the left, you'll find **Stoddy, Monkey #6**, on a bluff high over the water.



Now, get into the next raft and paddle along the chip line. When you get to the angled log hanging over the water, paddle past it and head around the corner to the large wood structure. Our first Specter Coin is here. Simply align the raft with the coin and double-jump to snag it.



Now, explore along the water and you will find: a grassy area with some gold chips around a tree and on top of it...



...An archway leading into another area with a Specter Coin on top of it (we can't reach it now — we'll come back once we grab the appropriate gadget)...



...And another wood arch, next to the tower where we snagged George, leading into the next area. Let's swim through there.



When you arrive in this area, look to your right and use the Monkey Radar to locate Maki with a Specter Coin right below him. Unfortunately, Maki requires the aid of the Slingback Shooter to nab him and we don't have that gadget yet.



Now, return to the land mass with the angled log on it and jump out of the raft for terra firma. Use your radar and you will find Mitong. We will snag Mitong when we come back into the level.



For now, run up the log and you will find Stoddy up here, knock him down if he's climbing on the vines. Snag him to complete your first trip through the Thick Jungle.



Level Return
Upon returning to the Thick Jungle, head toward the water and locate the Specter Coin over the arch.



Jump up onto the grassy area across the water from the arch. Use the Sky Flyer (after a running double-jump from the water's edge) to get up on the top of the arch and snag the coin.



Instead, use the Monkey Radar again to locate **Herb, Monkey #4** (aim it diagonally to the right). He is just a short raft ride away.



Jump into the raft, using both analog sticks to control it, and paddle straight ahead for the small wood dock. Don't try swimming, as that big fish has an 'electric' personality.



Once on the dock, shimmy up the pole, jump and hit Herb with your Stun Club to knock him down and bag him.



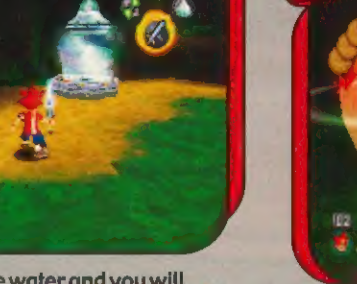
Now, get the Monkey Radar working again and locate **Dilweed, Monkey #5**.



Now, drop into the water and swim through this same arch, into the next area.



Jump out of the water and you will immediately find **Elehcm, Monkey #7**, in a flying saucer.



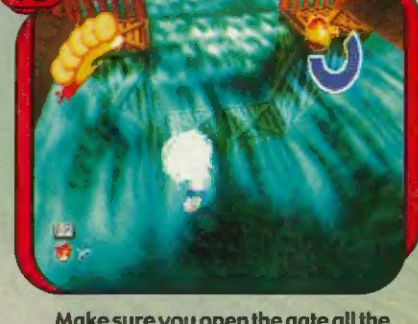
Whack the UFO with your Stun Club three times (or shoot it with your Slingback Shooter) and he will come crashing to the ground. No time like the present to grab him.



Get back into the raft and follow the line of gold chips. At the large wood dock with the covered roof, jump out.



Use your Stun Club repeatedly to hit the wood cog-wheel in this area. It opens up a gate in the water, behind which Dilweed hides.



Make sure you open the gate all the way, then dive in and make a quick swim for it to get to the other side before it closes.



Now, use the Sky Flyer to get up to the next area.



Selur, Monkey #8, is to the right hanging from some vines just past the first rolling boulder. Use the Slingback Shooter to knock him to the ground.



Once you bag him, head around the corner and through the cave opening to the next area.



You will find that you are back in the angled log area and that our friends **Mitong, Monkey #9** and **Nasus, Monkey #10**, are just waiting for us. Jump up onto the grassy platform on the left to take care of Mitong.



Then, continue up to the next grassy area and watch as Nasus jumps into a tree that suddenly comes alive.



From a safe distance, you will need to attack each of the tree's leave 'hands' with the Slingback Shooter, followed by a shot directly into the tree's 'mouth' where Nasus is hiding. Use your most powerful ammo to speed things up, but any of the three different projectiles will work. Grab that silly little monkey when the excitement is over.



Now, head back into the water and swim out of the area. Next, use/rotate your Stun Club to turn the cog-wheel to open up the gate where you previously bagged Dilweed.



You will find that you are back in the first rowboat area. Remember **Maki, Monkey #11**? It's time to snag him. Swim over to his area.



Use the Slingback Shooter to knock him down, and he's in the bag.



Don't forget Specter Coin #3.



Now, head back into the start of the level (the area with the plant pods) and look for the dirt path that is on a direct line, straight ahead, from the very point where you started the level.



There is a cave to the final area of the level here.



Once on the other side, use the Sky Flyer to fly up to the red, rubber platform on the right.



From here, bounce up to the highest part of this area and use the Stun Club to open the gate.



On the other side, you will find **Gonzo, Monkey #12**.



Bag him, then head through the wall of vegetation, to the other side.



Alphonse, Monkey #13, is right in front of you. Like Nasus, he will jump into a killer tree. Take care of business.



Now, walk over to the rock edge of this area and use the D-pad to move the camera so you can see the small grassy platform just below you.

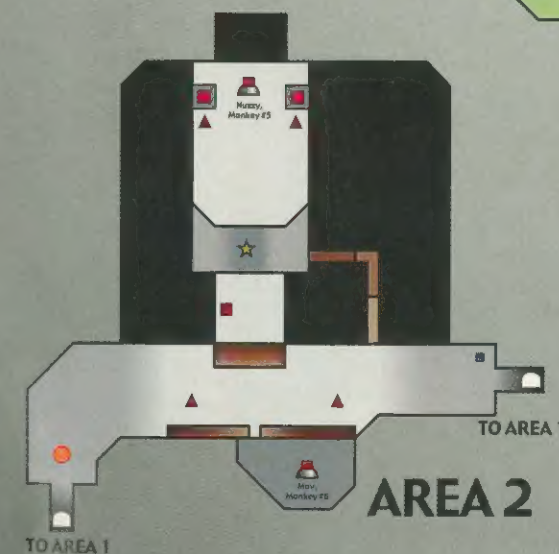
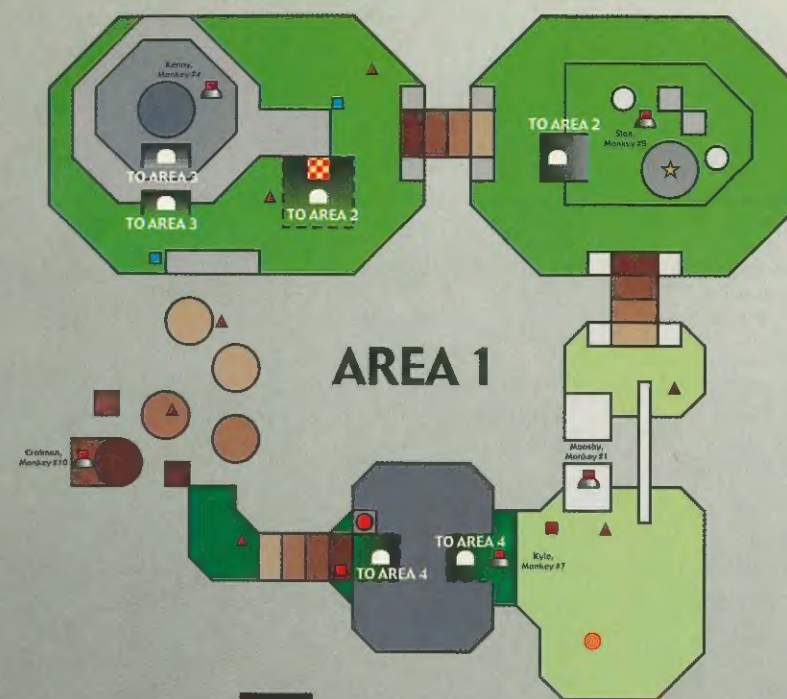


Drop onto it and continue dropping until you enter a cave. Follow the path to **Zanzibar, Monkey #14**, who also happens to be the final ape in this level. You will also find the fourth Specter Coin here. We're done!

STAGE 2-2 THE MYSTERIOUS AGE

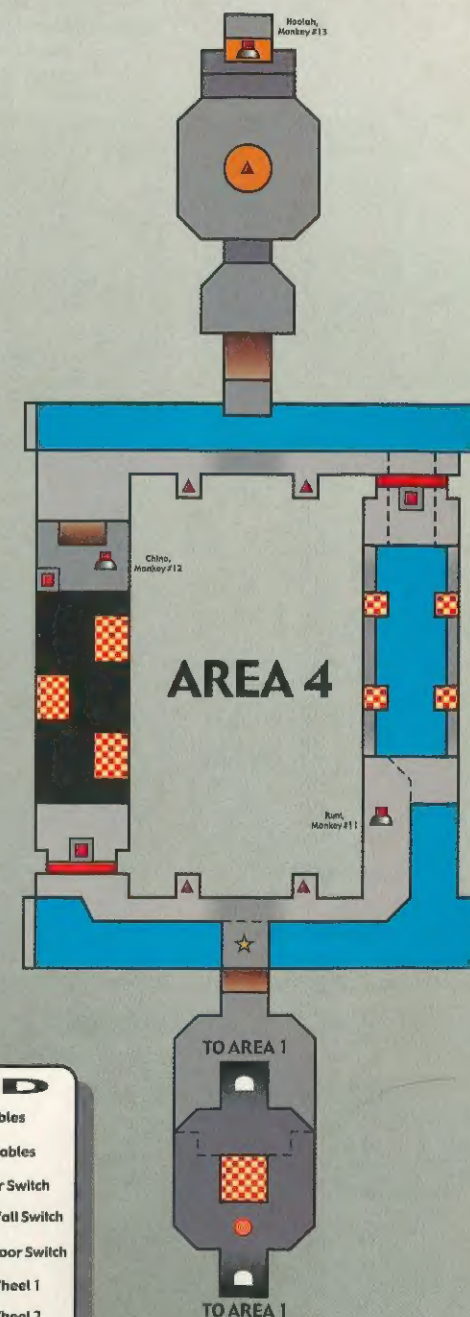
DARK RUINS

MONKEYS:
6 TO BEAT LEVEL
13 TOTAL
SPECTER COINS: 4
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: SLINGBACK
SHOOTER
SKY FLYER



LEGEND

Monkey	Movables
Crated Monkey	Breakables
Blue Mail Box	RC Car Switch
Red Mail Box	Red Wall Switch
Area Start	Red Floor Switch
Enemy	Cog Wheel 1
Specter Coin	Cog Wheel 2
Entrance/Exit	UFO Pod
Vehicle	Spring Pad





No time to waste in the Dark Ruins, so let's get crackin'. **Mooshy, Monkey #1**, is dead ahead.



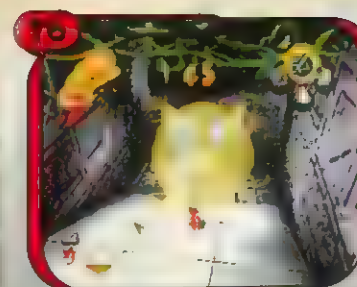
Of course, he immediately makes a run and jump across for the other side. You will have to chase him down around this cage that is housing some ancient monkey ruins. He's not too smart but he's fast. If you can't catch him one way, head the other and he'll run right into you.



You will also notice that another ape, Stan, is inside the cage. We will have to come back for him later.



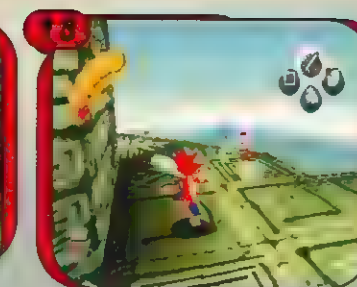
For now, head up the stairs near the left side of the cage.



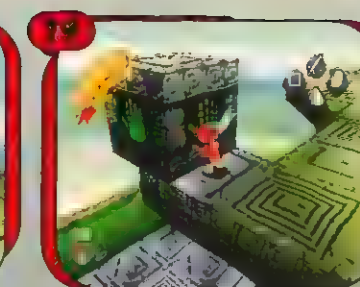
Instead, slide down the icy ramp, nabbing the first Specter Coin in the process.



Now, cross the floor gates once more and keep moving across the vine-covered area of floor and through the door.



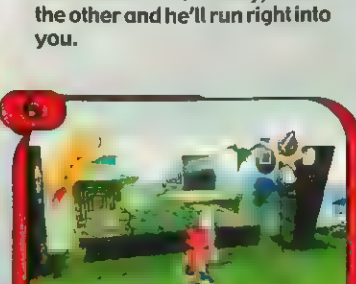
Now, we're back outside with **Kenny, Monkey #4**.



Bag Kenny, then go to the big block with the green hand icon on it.



In this upper area, we have two path choices — we can either go through the automatic door, into the building at the center of this platform...



...or, look for the birds and jump across the series of isolated platforms, across the chasm.



Let's go inside. You can opt to pay no attention to the purple meanies. When you hit them, they subdivide, making it harder and harder to kill them. If you're looking for goodies, use your Stun Club to rotate around and let them walk into it until you get them all.



At the top of the ramp is **Papou, Monkey #2**.



Push the block to the floor below (it will break open an area of the floor) and drop down to it. You will find another opening to the inside area in the hole that it creates.



Once inside, take a look around and find the second Specter Coin to the left.



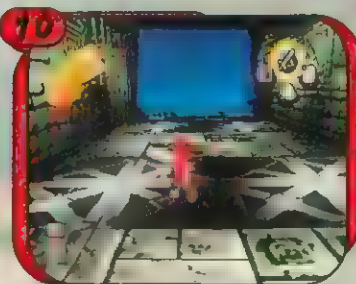
Take care of the fire guys, then SLOWLY head up the thin ledge at the opposite end of the room.



While on the ledge, stop and pull the Monkey Radar out. You'll find **Nuzzy, Monkey #5**, waiting for you at the right end of the room.



Snag him then, at the ramp with the Specter Coin on it, take a right.



You will come to a pair of floor gates opening and closing. Wait for them to come to the closed position, then cross.



If you look to your left, you will see another ape, Trance, behind the bars. Stand on top of the next floor gates and wait for him to trigger the red switch.



This will drop you into a new area. Jump up and snag the extra life that is in here. Then, ride the elevator up to the next area.



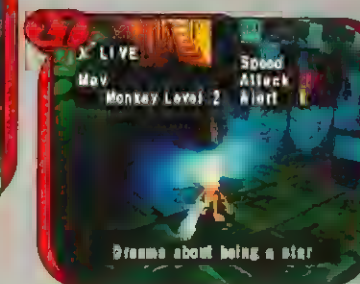
Once you arrive at the top snag Specter Coin #1.



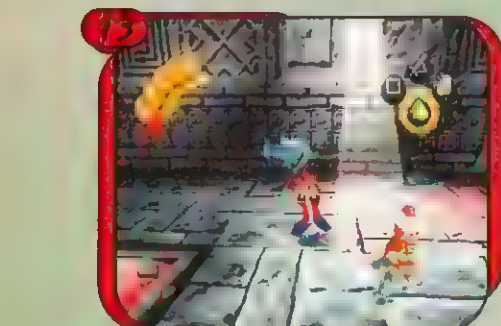
Now, turn to find Nuzzy and you will see that he controls a large wall fan via a red floor switch. Believe me, if you try to run up and attack him, he will turn it on and blow you backward.



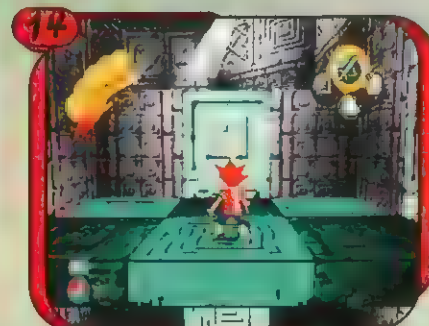
Instead, you must make use of your stealth abilities. Jump down, then crawl toward Nuzzy, being careful not to attract his attention. If he spots you, simply roll onto your side by pushing down on the right analog stick. This will keep you from getting too blown away by the fan.



Once you've bagged Nuzzy, make use of the Monkey Radar once more and locate **Mav, Monkey #6**.



Ah, there's that pesky **Trance, Monkey #3** — let's net him!



Now, go around the corner, past the moving statues (you can club them) and take the elevator up to the next area.



Up here you will find Bernt swinging on some vines. You need the Slingback Shooter to bring him down and we don't have it yet. You can bet we'll be seeing him later.



He resides in a cove above the two fire enemies, high on the right wall. Use the thin ledges to jump up to him.



Once you've bagged Mav, you've completed the first phase of your mission!



Level Return
When you return to the level, use the Sky Flyer to snag **Kyle, Monkey #7** — he is resting atop a platform just above you as you begin the level.



Then, return to the area where the block created the hole in the ground (it's been re-sealed) and head back inside through the opening in the ruins.



We're going to have to get back to the top and push the block again. But, before we do that, let's nab **Bermi, Monkey #8**, who is swinging on these vines above the long, slippery slide.



Getting him is oh so easy. With the aid of your Slingback Shooter, all it takes is one good shot to send him tumbling down the slide and into your waiting Time Net.



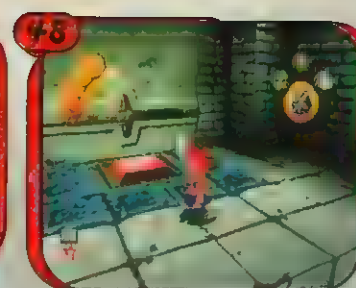
Now, head out the door to the right (be careful of the collapsing platforms) and, once again, push the block over the edge. Use your Sky Flyer to float down to the opening.



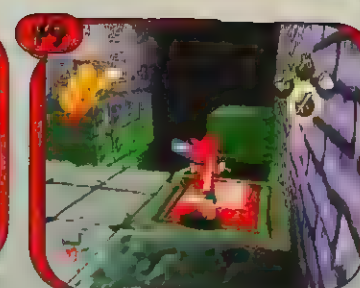
When you find him, he will take off across the water and knock down the platforms that you may have been able to use to follow him.



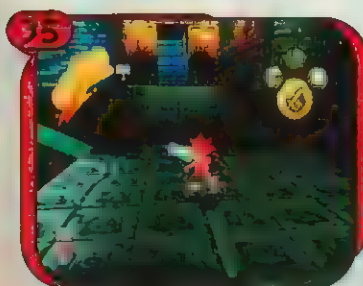
Instead, run along either the right or left-side paths at the water's edge, patiently waiting for the protruding platforms to retract.



On the other side, there is a red switch on the floor. Trigger this to open the door. Runt will be there when you arrive and he is off to the races. You could chase him all day, but we've got a better plan for you.



In the next room, he will attempt to escape by travelling across a series of dropping platforms in the middle of the room. You'll have to take the platforms that shoot out of the walls when you trigger the red floor button.



Head into the doorway and into the room where we found Nuzzu and Mav. Now, head past the thin ledge that we used to nab the Specter Coin and into the next area.



You will find yourself inside the cage, home to **Stan, Monkey #9**. Put the bag on him!



Notice the poles with the green up arrows painted on them. Climb these two poles...



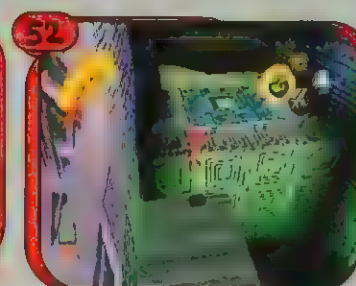
...to reach another Specter Coin (#3) — sitting atop a roof.



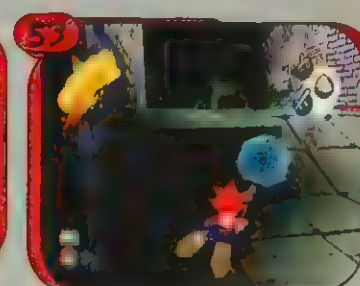
Once you navigate these jumps, you will have to go through another door.



Once on the other side, simply go into stealth mode and sneak up on Runt to bag him.



As soon as you snag Runt, **Chino, Monkey #12**, will appear in the same general area (you might have to take a lap around once). He will pull the same stunt as Runt and try to escape over the retreating platforms.



The difference is; he shoots rockets at Spike. Keep your distance and try crawling toward him once you've gone through a door. If his head lamp is blue, you're in good shape and you can sneak up behind him and put him in the bag.



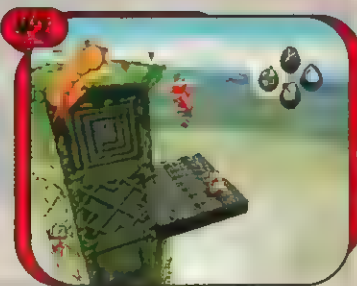
Instead of going back inside and through the ruins, use the Sky Flyer to glide over the cage and down to this platform.



Straight ahead and to the left are the steps to the isolated platforms that provide Spike's path of travel over the chasm protected by huge birds. Go there.



Use the Monkey Radar to locate **Cratman, Monkey #10**, across the way.



Jump across the platforms and snag the Cratman. Then, use the Sky Flyer to fly up to the platform above Spike and snag the chips.



After snagging Chino, drop into the water and, under the bridge that you crossed when you first entered this area, you will find the fourth Specter Coin.



Now, head around the ledges with the protruding platforms and, on the other side of the doorway, find this opening on the right side above the water. Double-jump into it.



Grab the free life and then head into this room with a fire-breathing statue in the middle of it.



Now, turn and locate the red button off in the distance. Use the Sky Flyer to fly over to the area. Then, use the Slingback Shooter to activate the red button and open the door. Head inside.



This room features an elevator at its center that will take Spike to a lower level, and a door that will lead him back outside. Let's take the elevator.



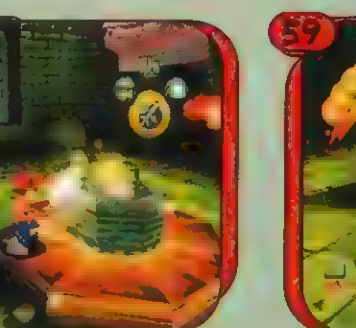
When you arrive at the lower area, use the Monkey Radar to locate **Runt, Monkey #11**.



To beat it, simply avoid the fire and take shots at each piece of the statue with your Slingback Shooter and flash or guided bullets (normal bullets aren't strong enough).



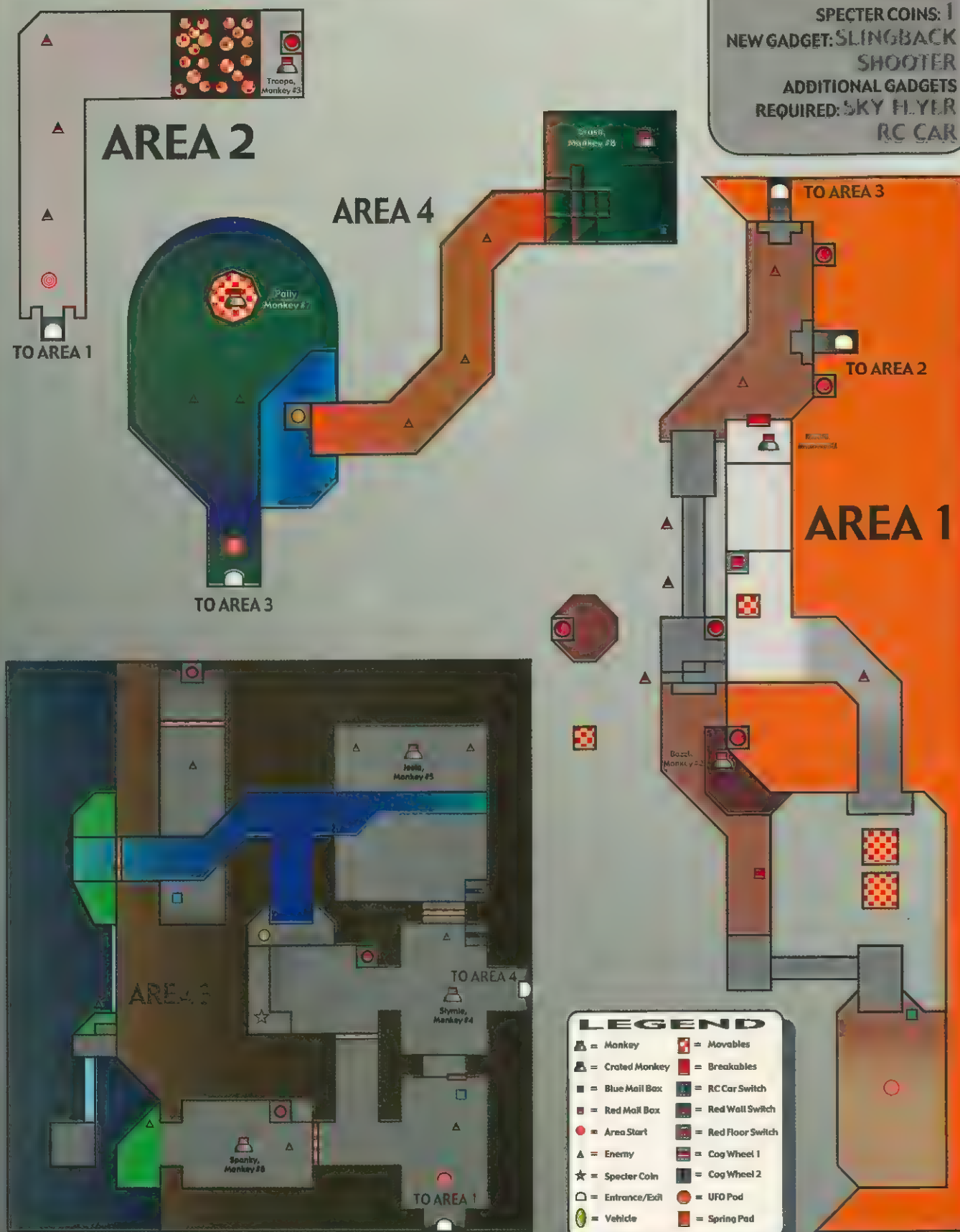
If you run out, time your attack and hit it with your Stun Club.



When you destroy the statue, a gold tomb will open up, revealing **Hoolah, Monkey #13**, inside the hole. Roust him out, nab him and the level is 100% complete



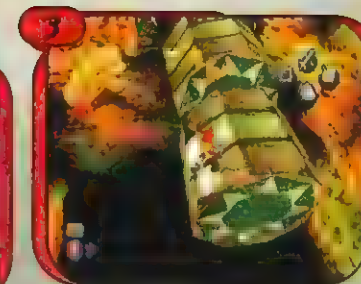
MONKEYS:
5 TO BEAT LEVEL
8 TOTAL
SPECTER COINS: 1
NEW GADGET: SLINGBACK
SHOOTER
ADDITIONAL GADGETS
REQUIRED: SKY FLYER
RC CAR



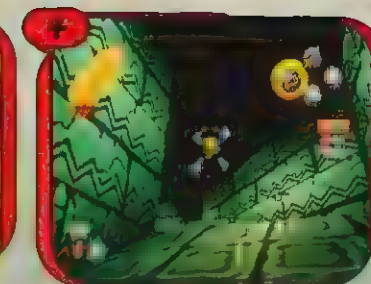
All right! With the Slingback Shooter in your hot little hands, it's time to challenge the chimps in Cryptic Relics. Pull out your trusty Monkey Radar and you will locate the first two simians in the level: Bazzle...



...and Freeto.



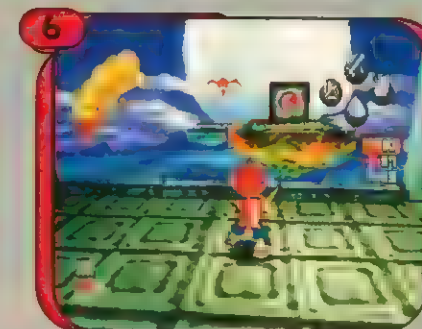
You also are presented with two path choices; you can either cross the bridge or jump across the spinning stone barrels. Let's cross the barrels first. Don't worry too much about falling off; the barrels feature a sticky surface. You should have no problem snagging the gold chips.



Once on the other side, it's time to pull out the Slingback Shooter. The best way to use it is in the first-person camera. Aim with the left stick and pull down and fire with the right. The first victim is waiting on the ceiling.



Let's get **Freeto, Monkey #1**. Push the hand block over the red switch to open the gate separating the two of you and net him.



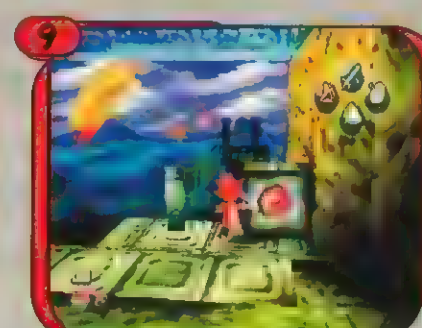
Now, go back to the block and look for the hovering bird and the red switch. Pull out the Slingback Shooter and wall on the bird, then hit the switch. A clear platform will appear. Cross it.



Then, turn and spot the next red switch, high and to the right. (You can see **Bazzle, Monkey #2**, sitting next to it).



When you hit it, another clear path will appear. Get on the moving platform, then get off and bag Bazzle.



Now, drop to the ground below from the edge of the platform and look for the next red switch. Hitting it will make a solid bridge appear, next to two birds. Nail the birds and cross the bridge.



On the other side, you will come to two red switches that control gates to two different openings. Use your Slingback Shooter to defeat these new, metallic baddies when they stop spinning, then go through the one on the right first.



Once inside, pull out the Monkey Radar to locate **Troopa, Monkey #3**. Then, take care of the ceiling dwellers.



When you make it around the corner, you will find Troopa sitting on a red switch. Use the Slingback Shooter to hit the button and a bridge will appear.



Cross it and put the bag on Troopa.



Now, return outside, hit the next red switch and go through the other gate.



Back inside; go up the ramp and shoot the switch behind the gate on the right to open it.



Behind these bars resides **Stymie, Monkey #4**.



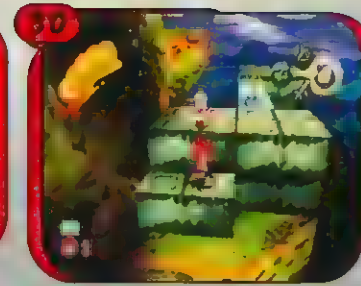
After you apply the net to Stymie, take a look around. You will find the level's only Specter Coin, but we'll come back later for it.



By activating the red switch behind this sheet of glass, Spike opens up a gate back in the waterway. Head back to the water and swim through.



Outside, quickly hop out of the water, onto the left side. Here, you will find a bird and a narrow, clear ledge. Shoot the bird and tread carefully across the ledge.



On the other side, take care of the next bird and check your Monkey Radar, just to make sure that you are still on the Spanky trail.



Now, double-jump up to the grassy ledge and head inside.



For now, go into the next room and hit the wood cog-wheel to open the gate that separates you from **Jesta, Monkey #5**.



Before bagging Jesta, shoot the two birds to get them out of the way.



Once you've got the fifth chimp, you've cleared the level. You will immediately be taken to a level called "Stadium Attack" — a foot race between Spike and Jake.



Level Return
When you return to the Cryptic Relics, cross the bridge on the left and head back to the area with the two red switches and two gates.



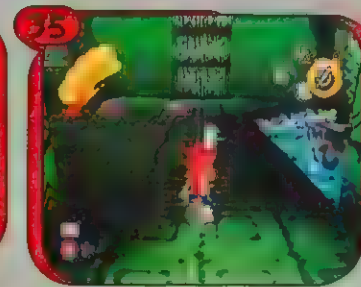
Inside, you'll find Spanky, a free life, a bird and a red switch. Take care of the bird first, then bag Spanky, grab the free life and hit the switch.



Go through the now-open gate and you will find yourself back inside.



Now, find the room with the wood cog-wheel and go down the hallway to the right of the wheel.



In the next room, you'll find a couple of purple guys and a tall column in the middle of the room.



Check the Monkey Radar and it will tell you to go through the far gate. Hit its red button and head on in.



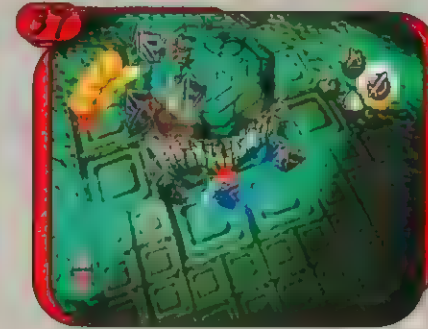
Once inside, check the Monkey Radar again to discover that the monkey is none other than **Spanky, Monkey #6** (no doubt named after the co-author of this book).



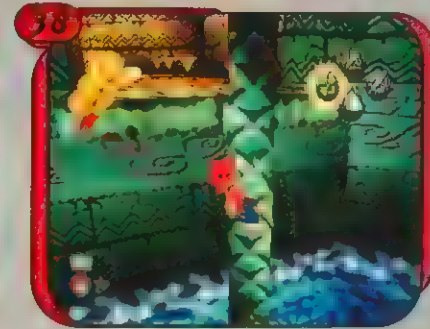
Head up the ramp and use the Slingback Shooter to trigger the gate.



Pally, Monkey #7, is resting comfortably atop it.



Take care of the purple guys, then rotate your Stun Club to tear apart the stone column. Grab Pally when he hits the ground.



Now, jump across the water to the pole. Shimmy up and jump into the room above.



You should remember this room. It's where the level's only Specter Coin resides. Locate it, then use the Sky Flyer to snag it.



Shimmy down the pole, then drop into the water.



Swim around to the left and get out in this area; featuring a large bird protecting what looks to be a glass mural. Take care of the bird and use your Stun Club to bash through the glass.



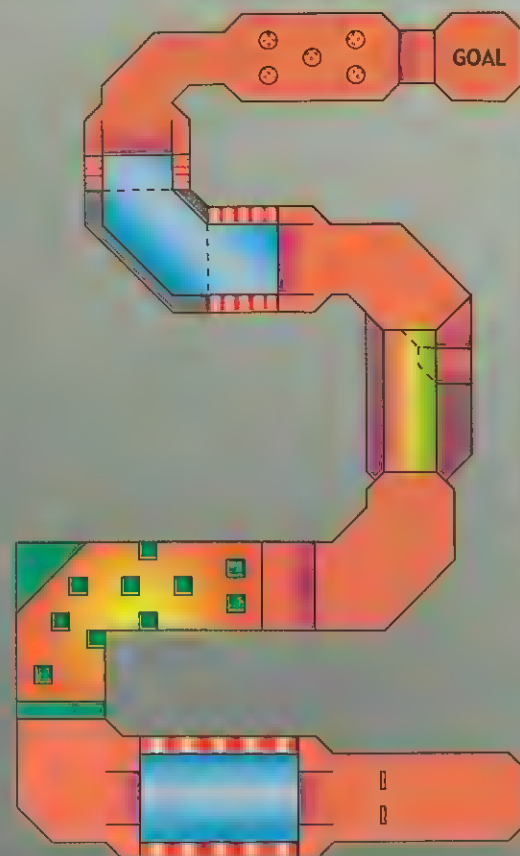
Use the Monkey Radar to find **Crash, Monkey #8**, behind a cage in this area.



Take care of the ceiling dwellers along the way, then you'll come to the Crash cage.



Pull out the RC Car and "drive" Crash out and into your net. 100% completion city, baby!



LEGEND	
	Monkey
	Crated Monkey
	Blue Mail Box
	Red Mail Box
	Area Start
	Enemy
	Specter Coin
	Entrance/Exit
	Vehicle
	Movables
	Breakables
	RC Car Switch
	Red Wall Switch
	Red Floor Switch
	Cog Wheel 1
	Cog Wheel 2
	UFO Pod
	Spring Pad



When you finish off Cryptic Relics, you will automatically be transported Dimension X, where you will race against Jake for five Specter Coins. Get ready!



From the start, aim for the gate straight ahead, this will give you a short-lived turbo boost.



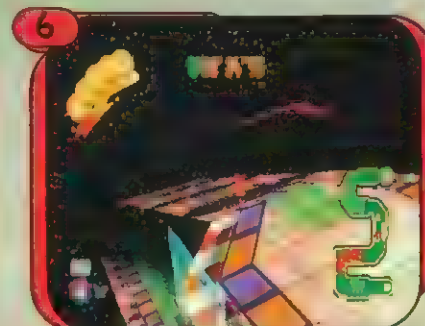
When you hit the water, apply the R1 button and kick those feet!



As you approach the edge straight ahead, quickly hop out. Follow the path to the right and jump up onto this platform.



To get across this pit of coals, double jump from platform to platform. Make sure you jump from the very edge or you'll find out the true meaning of "hot seat". Don't worry if Jake gets a lead during this part, we'll catch up.



Once across the pit, jump up and follow the path around to this slide.



Before your butt hits the bottom, hit the jump button once and you will land without hesitation. If you slide all the way to the bottom, you will take a moment to recover.



More water...



...leads to this area. The key to navigating across without getting hit by the swinging, spiked balls is to head to the red-striped, right-hand edge of the path.

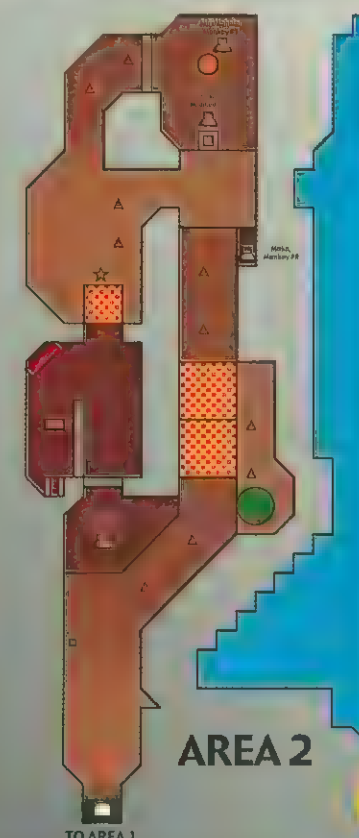
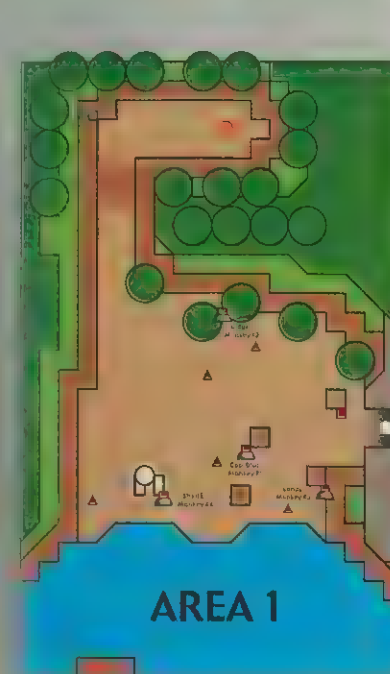


Follow the spiked balls around (jump over them if you have to) and up to the finish line.



Your reward: five shiny Specter Coins. Way to go!

MONKEYS:
5 TO BEAT LEVEL
8 TOTAL
SPECTER COINS: 1
NEW GADGET: DASH HOOP
ADDITIONAL GADGETS
REQUIRED: SKY FLYER



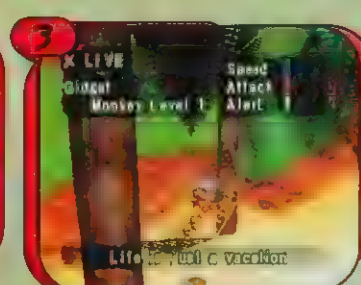
LEGEND	
	Monkey
	Crated Monkey
	Blue Mail Box
	Red Mail Box
	Area Start
	Enemy
	Specter Coin
	Entrance/Exit
	Vehicle
	Movables
	Breakables
	RC Car Switch
	Red Wall Switch
	Red Floor Switch
	Cog Wheel 1
	Cog Wheel 2
	UFO Pod
	Spring Pad



It looks like we've landed on a sunny island paradise, but we'll have to work on our tan later. Head up the sandy path and down to the beach.



We'll find four monkeys soaking up the sun down here: **Cool Blue, Monkey #1...**



...Gidget, Monkey #2...



...Sandy, Monkey #3...



...and **Shell E., Monkey #4**.



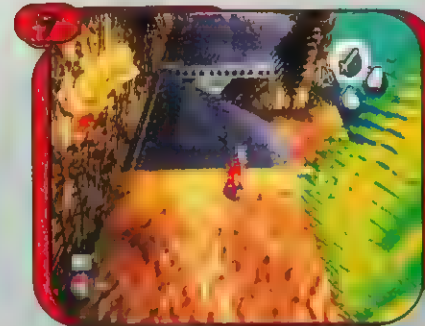
For your information, you can crack these crabs open by first tipping them over with your Stun Club (or by tripping on them) and then pressing down on the left thumbstick in the middle of a jump.



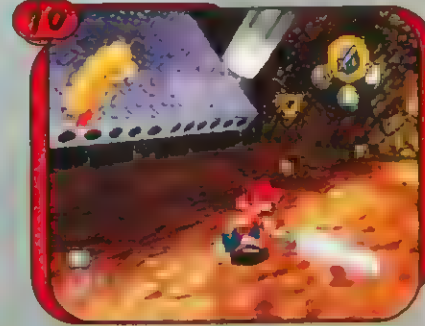
Grab all four but, after the third, you will trigger a door open on the side of the mountain.



Now, nab your last, unfortunate victim, grab the gold chips in the water and then head through the now-opened door.



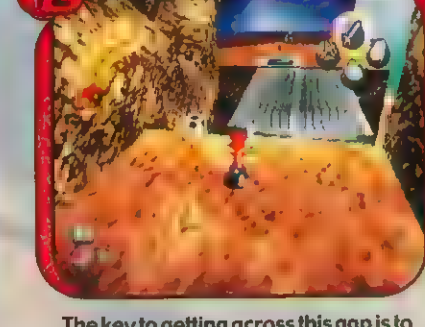
On the other side, head up the mountain path and stop just before you reach these two steel collapsing platforms.



Getting across is a cinch but, before we do, allow yourself to walk on and fall to the ledge below. There is a small bounty of gold chips down here and a palm tree to climb to get back up.



To cross the steel platforms, wait for the first to drop and then take a running double jump as it raises back up. If you time it right, the second should be raising up as you come to it. Jump again and run across to safe, solid land.



The key to getting across this gap is to patiently wait for **Shaka, Monkey #5**, to stand on the switch in the ground. If he stands there long enough, a platform will jut out from the mountain, allowing you to run across.



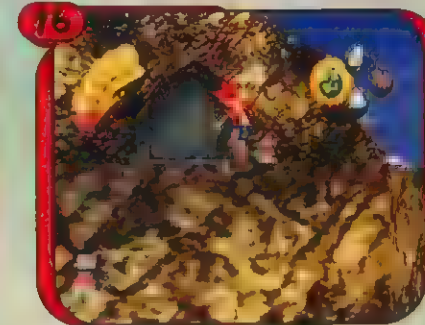
Get over there and grab him, and it's level over. We'll have to revisit the level in a bit to get the rest of the apes and the Specter Coin.



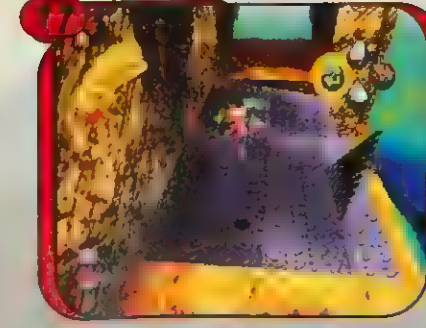
Level Return. First things first, head down to the beach and through this opening.



Time to get **Puka, Monkey #6**. If you pull out your Monkey Radar, you'll find him just on the other side of the opening, hanging out on a ledge above.



You should know what to do but, just in case, we'll tell you. Equip the Sky Flyer, propel up to the ledge and net that bad monkey!



The steel door up here isn't opened, so hop back down to the main path and get ready to nab another monkey. Traverse those collapsing platforms.



Dead ahead, you'll find **Max Mahalo, Monkey #7**. Use your Sky Flyer to propel across the gap. When he sees you, he'll hop into his UFO.



Use your Slingback Shooter and bring him down. He's pretty fast, so adjust your aim accordingly.



If you turn around and face back from where you came, you'll spy another monkey across the way. It's **Moko, Monkey #8**.



Before we get him, propel down into this area with the metal girder leading back up.



Down here, you'll find a cave opening. Inside the cave, you have two choices. First, head to the right and up the slopes. At the top, you'll find a bounty of gold chips in front of these bars.



Back down and to the left is an elevator. Take a ride. At the top, do an about face and you'll come face-to-face with the level's only Specter Coin. It's yours now!



Ok, you can opt to exit the way we came, back through the cave opening. Or you can take the cool, out of the way, path. To do this, open the steel door by manipulating the cog-wheel with your Stun Club...



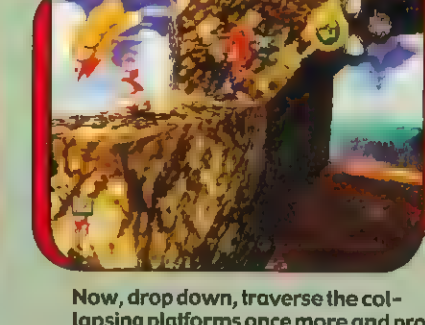
...then quickly turn around and run through this turbo gate...



...which will throw you into this bumper...



...which, if you hit it at the right angle, will propel you toward the closing door. Head through it!



Now, drop down, traverse the collapsing platforms once more and propel yourself up to the platform where Moko awaits. Grab him and it's 100% completion!

MONKEYS:
5 TO BEAT LEVEL
8 TOTAL
SPECTER COINS: 1
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: SKY FLYER

LEGEND

	= Monkey		= Movables
	= Crated Monkey		= Breakables
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad



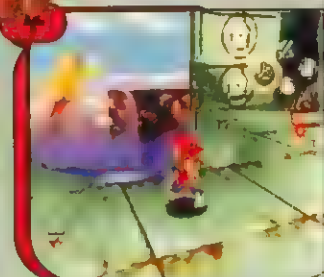
Ok, let's start with **Chimp, Monkey #1** on the hammerhead shark, dead ahead.



Take a dip in the water, aim your Water Net right at him and shoot. It might be easier to come at him from the side. Make sure you jump or dodge "jaws" if he tries to take a bite out of you.



Mission completed; hop out of the water and onto the ramp against the wall on the left-hand side of the water.



Take care of any nasties and collect the goodies in this clearing, then run up the long concrete slope and stop in the middle at the top. You should be able to see the cog-wheel which controls the drawbridge we'll be crossing



Equip your Slingback Shooter and start shooting away at the wheel using your normal bullets. It should take about 16 hits for the drawbridge to completely lower.



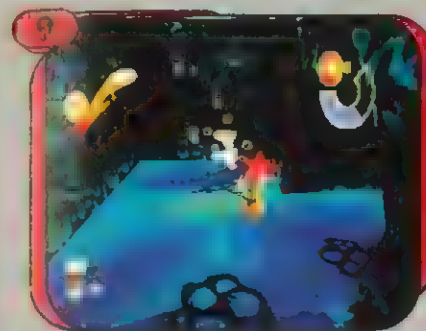
Now, quickly run across while it's lowered and get ready to add a couple more monkey notches to your belt!



If you're good with the Time Net, you might be able to capture both **Oreo, Monkey #2**, and **Kalama, Monkey #3**, before they spread out. If not, don't sweat it, Oreo will stay up top, while Kalama heads for the water below.



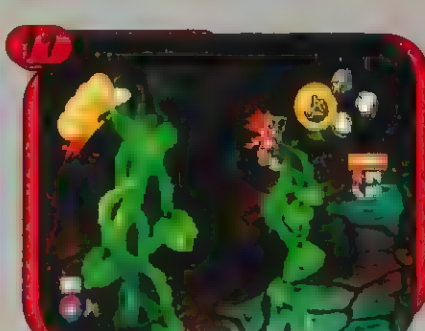
Take a jump in after Kalama. Doing your best to avoid the sharks, shoot that Water Net and reel him in.



Stay in the water and head toward the opening straight ahead. Before you head out to the North, dive down and go through the opening on the right



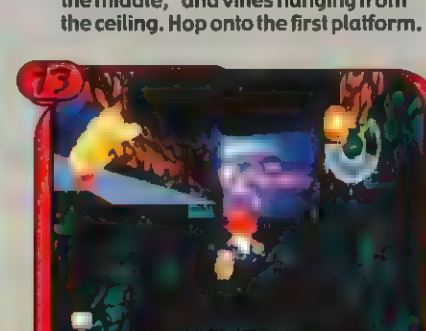
When you come out the other side, you'll find yourself in a water-filled, cavernous room with a health-replenishing cookie jar, platforms in the middle, and vines hanging from the ceiling. Hop onto the first platform.



From here, double jump over to the next, then make a jump for the closest vine.



Climb up to about the middle of the vine, then make another double jump to the next. From here, it's one more double jump onto the high platform where **Puddles, Monkey #4**, is waiting for you.



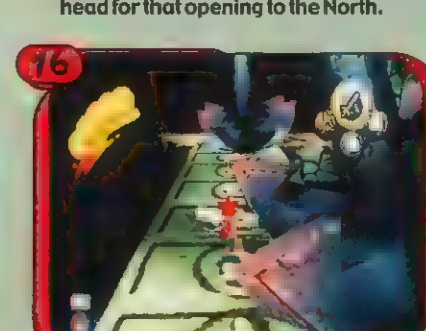
Once he's been netted, take a look and you'll see you're on a platform overlooking the shark-infested waters where we started. Hop back in and head for that opening to the North.



One more monkey to go for level completion. In this room, we have multiple choices. First order of business is to clear the area of any baddies.



There are multiple monkeys in the branched areas. Let's go for the easiest one down the right path. Rounding the corner, you'll find a long, sectioned bridge with razor-sharp pendulums swinging back and forth above it.



Each pendulum takes up two of the bridge sections (each section is marked by a monkey face). Wait for the pendulum to swing past, then head for the safety of the fifth section.



The sixth and seventh sections are safe, but the last two are covered by another pendulum. Repeat the process then go get **Iz, Monkey #5**, before he hits you with his laser beams (he's so tired, that you can sneak up on him pretty easily).



Level Return
Okay, you'll have three monkeys left to snag; let's get to it! Hop into the shark-infested shallow water and swim straight ahead and through to the next area.



If you stay far back enough, against this wall, you can shoot him with your Slingback Shooter, without the threat of him shooting back at you. Five or six hits and he blows up real good.



Once on dry land, you should be to the right of the submarine, with a concrete obstacle blocking your passage. For starters, hop into that small alcove inside it.



There are two ways to get into that next opening with the partially destroyed gate and strange-looking lever blocking the way. You can either propel over there with the Sky Flyer from the top...



In this main area, the branch to the right leads us to the room with the swinging pendulums — no reason to go there. Instead, head left and into this new room with a pair of waterfalls running through it.



Now, head for the safe spot between the two falls and hop over to the sub. You should be able to capture the little monkey with no problem whatsoever.



From here, turn around and jump back out of the alcove to the small ledge against the wall just above it.



...or use the Slingback Shooter to hit the right side with the target on it, then hop to the ground and use it like a pole. The choice is yours.



There are two apes in here, both looking to cause some trouble. The first, **Pickles, Monkey #6**, is strapped into a gun station atop what looks like Specter's submarine. If you move into the room, he will start shooting at you.



After that excursion, take a jump into the water and grab the chips and Specter Coin, then hop back out to the left of the falls.



One more jump should put you face-to-face with **Jax, Monkey #7**, who, according to the Monkey Radar, likes to tell lies for fun. You know what we do to monkeys that lie don't you? That's right.

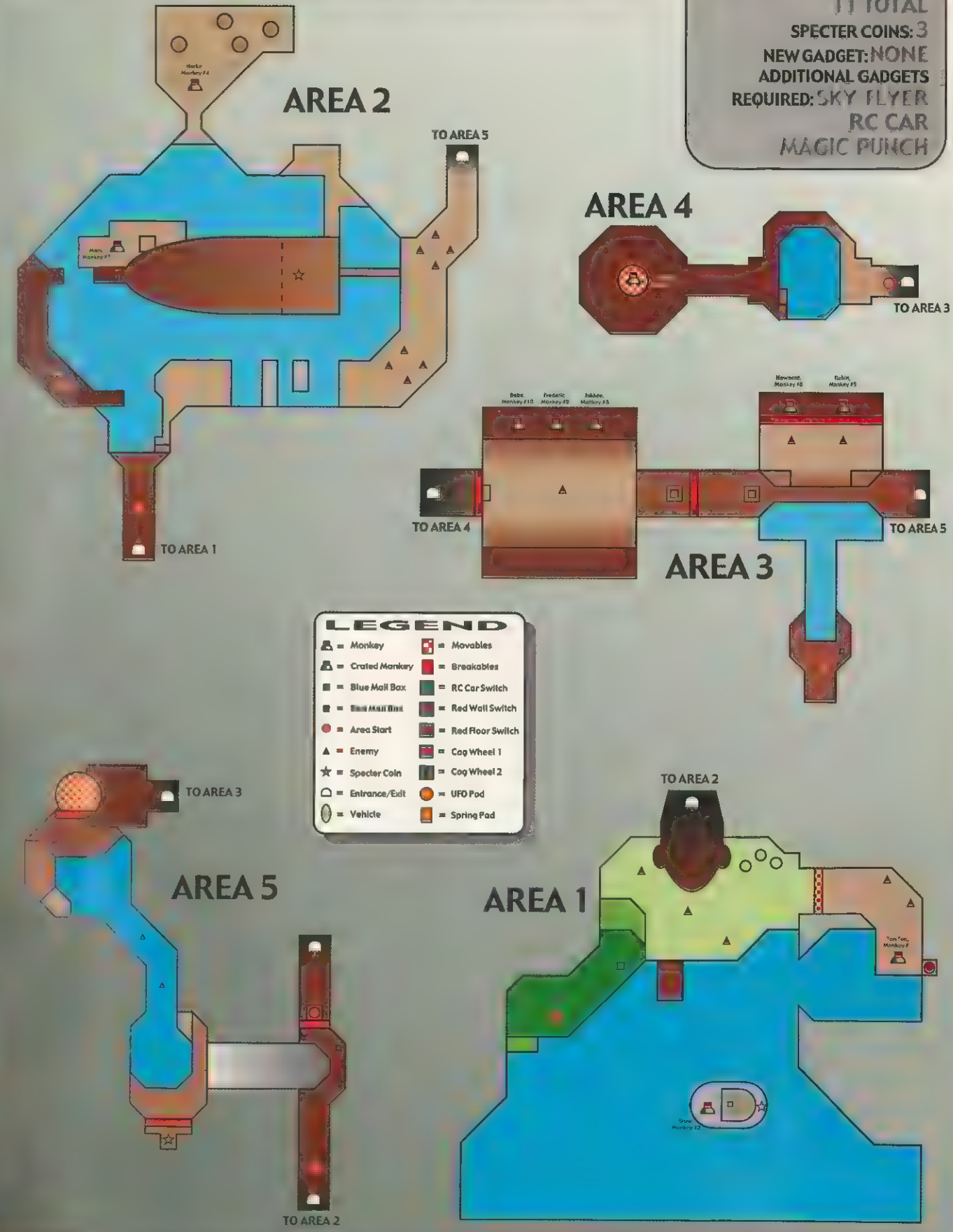


At the top and around the bend, you should just be able to see **Bong-Bong, Monkey #8**, who's cavorting around the edge of this platform. Break out that Time Net one more time and tuck him away. That's 100% complete!

STAGE 3-3 OCEANA

DEXTER'S ISLAND

MONKEYS:
6 TO BEAT LEVEL
11 TOTAL
SPECTER COINS: 3
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: SKY FLYER
RC CAR
MAGIC PUNCH





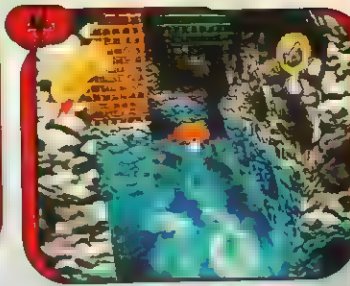
This island oasis is actually the entire body of a gigantic creature the Prof[®] has affectionately named Dexter. We have a few choices to start, so let's get to it!



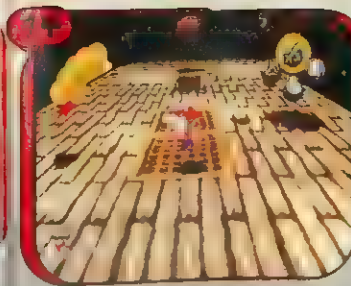
Ignore Dexter's head for the time being and head toward the wood gate with Specter's face on it. A couple of whacks with your Stun Club will bring the gate down.



Inside this cave, you'll find **Ton Ton, Monkey #1**. Avoid his fire and give him the Net.



Also inside here is a red switch, which opens up a gate which releases a large sea tortoise.



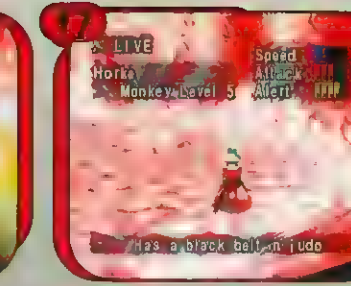
They're actually pretty easy to avoid. Just watch for their shadows, as you make your way up the ship, and stay clear.



Up top, you'll have to execute a double jump to cross the gap and then break out the Time Net and capture **Murky, Monkey #3**. Three more to go.



Head back down the ship, or jump into the murky waters and make your way around to the other side of the ship. First, grab the chips in the alcove, then head into the water to this pink, fleshy opening in Dexter's interior wall.



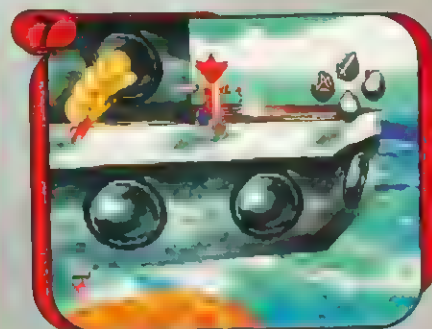
Horke, Monkey #4 is inside here and is easy to get to, but he's also one of the more advanced and hostile apes in this level. Running around inside we'll find the vicious simian, who happens to be a black-belt in Judo.



Now, head back out and you'll notice that the tortoise is resting next to the wooden pier on the left. Let's go for a ride.



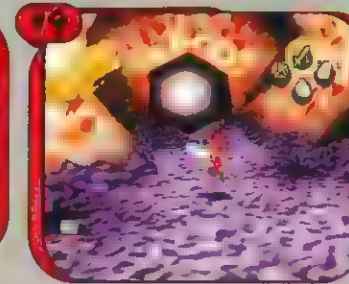
Hop onto the tortoise and ride him towards the ship. Don't jump off right away, let him veer away from the ship first, then he will come back a little closer. When you're right next to it, just hop off.



On the ship is **Sturw, Monkey #2**, hanging out on the port (left) side. Why not crawl around the back and surprise him with your Time Net? Don't forget to collect the Specter Coin just in front of the mast.



Give him some of your own Kung-Fu justice, but be careful, if you run into the upside down tonsils, they will bounce you around like a pinball.



From here, jump back into the goo and get out where you fought the bacteria earlier. Now, just follow the pulsating corridor of Dexter's interior into the next section.



In the next area, jump down into the sloped pit and involuntarily slide into the water below



Head over to the shallow area where you can stand and head into the bacteria-filled corridor (there are some chips and a Specter Coin on the platform above, but we'll have to get those much later).



Dexter will be the source for our next monkeys. Unfortunately, we're going to have to smack him with our Stun Club to get him to open his mouth. Once he opens wide, just run on in.



It looks like Dexter's been swallowing up whatever tasty morsels come his way; talk about yuck mouth. While that green, frothy goo looks like acid, it's safe to swim in.



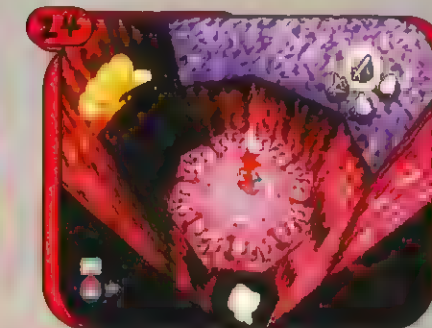
First things first; hop on into the goo and grab the 2nd Specter Coin and tokens underneath the huge, half-submerged pirate ship.



In this next area, you'll find a grotesque, spiked, grub-like creature hanging from the roof above. His weakness is his eyeball, which is positioned at the bottom of his "head".



Just stand far enough away (against the wall would be good) and shoot him in the eye using your Slingback Shooter and normal bullets. Six shots should do the trick and he will wither up and go away.



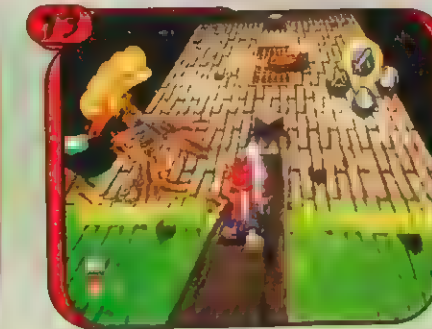
He was blocking your passage into this thermal filled area. Wait patiently for a few seconds and a platform will come down, which is being raised and lowered by the steam. Hop on and ride it up.



Go back to where you started and hop across the two bone platforms, collecting the chips as you go.



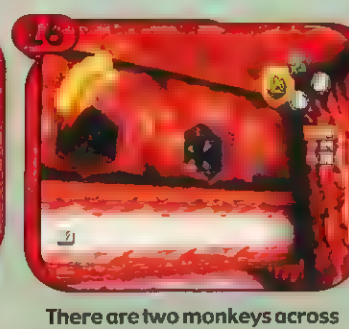
Watch out for the deadly bacteria floating on the other side. It's best to deal with these with your Stun Club spin move, as they home in on you.



Next, walk across the wood plank and get ready to trek up the sunken ship. Take a quick breather and beware of the deadly bouncing barrels that come crashing down from above.



This next area has a small, water-filled opening in the ground. Dive in, collecting the tokens as you go and follow the small passage into the open area.



There are two monkeys across the way inside those unreachable holes. Use your Slingback Shooter to target and shoot each of the monkeys. When hit, they will fall down into the area below, temporarily stunned.



First get **Robbin, Monkey #5** (on the right). This should trigger an opening in the room next door...



...then hop back up and repeat for **Howeard, Monkey #6** (on the left). That's level complete!



Level Return

We've still got quite a few apes to catch — five to be exact. Well, there's no rest for the weary, let's get going, back into Dexter's mouth we go!



Time to head back and deeper into Dexter's recesses (ewh!). Make your way back over to the area with the flying bacteria and then down into the pulsating corridor.



In this next area, you'll find three more monkeys: **Jackee Monkey #8**, **Frederic Monkey #9** and **Baba Monkey #10**, who are having too much fun running up and sliding down the slopes on the sides of the room; a huge, rolling sphere in the middle (you can temporarily destroy it with any weapon) and a health-replenishing cookie jar below the entrance.



As soon as you enter the room, Quirck, and the creature, retreat to the ceiling and four grubs descend in their place. Stay back against the wall and take them out quickly with your Slingback Shooter (two shots each). If you take too long, they will regenerate.



Mars, Monkey #7, is just north of the entrance nestled away in this platform underneath the half-submerged pirate ship. Hop, propel or swim over and break out the RC Car.



Next, it's down the slide and into the water. When you get to the bottom, swim over and jump onto the ledge. At the top of these platforms, you'll find a Specter Coin behind a wall of seemingly impenetrable spider webs. Luckily, you have your Magic Punch. Pull that sucka out, smash those webs and claim your prize!



Whichever Monkey is the closest will be your first victim. Just wait for one to slide down in front of you and give him the ol' Time Net. Repeat this process for all three.



If you get them all quick enough, they disappear back to the ceiling and the creature and Quirck come back down — temporarily. Start shooting before they retreat. You should be able to get at least two to three hits in before they do.



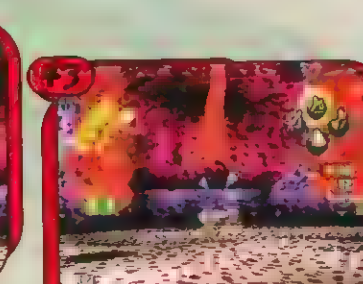
Steer that cool gadget down the small ramp and through the hole into the platform and drive that chimp out. It might take a few tries to get him to come out, but you will.



From here, once again make your way down the shallow tunnel, kill the hanging grub, and then ride the platform up to the next level.



Next, hop up to the opening with the white substance on the floor at the opposite end of the room and head up the ramp against the wall in this new, water-filled room.



As soon as they disappear, the grubs return, causing you to repeat the process.



When he does come out, be ready. If you're fast enough with the Time Net, you should be able to get him before he dives into the green goo. If not, go in after him.



Go into the next area, through the small, water-filled passage and back into the main room. From here, use the Super Hoop (or the RC Car) to activate the switch to get through the temporarily-opened door.



At the top, you'll enter another room through a membrane-like door. In the middle is **Quirck, Monkey #11**, who is encased in the middle of a nasty-looking creature hanging from Dexter's interior.



Do this a few times, and the creature will pop like a pimple, spitting out our good buddy Quirck, grab that free life on the opposite side of the room before you get him, he's not going anywhere. Hey, that's 100% level complete great job!

STAGE 4-1 NEW FREEZELAND

SNOWY MAMMOTH

MONKEYS:
5 TO BEAT LEVEL
6 TOTAL
SPECTER COINS: 1
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: SKY FLYER



LEGEND

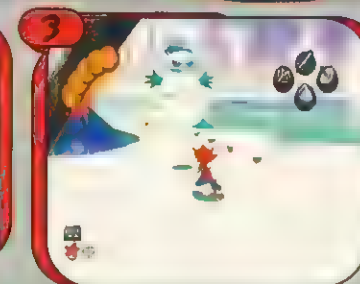
- = Monkey
- = Crated Monkey
- = Blue Mail Box
- = Red Mail Box
- = Area Start
- = Enemy
- = Specter Coin
- = Entrance/Exit
- = Vehicle
- = Movable
- = Breakable
- = RC Car Switch
- = Red Wall Switch
- = Red Floor Switch
- = Cog Wheel 1
- = Cog Wheel 2
- = UFO Pod
- = Spring Pod



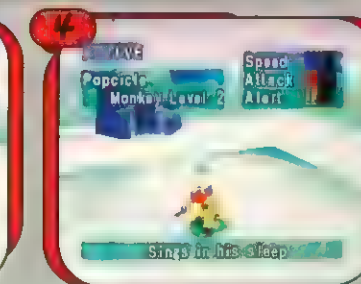
The Ice Age is a cold, hostile place and, like the Prof said, the monkeys have adapted well to their new environment. Let's get going!



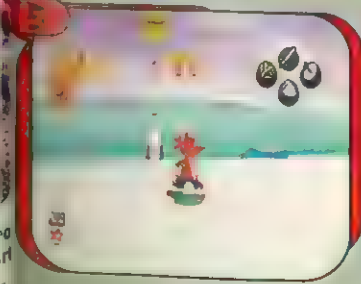
Stay out of the icy waters if you want to keep your health. First, follow the pathway and jump across to the land mass ahead.



Head up the slope and then to the right. Just beyond, you'll encounter a vicious, bucket-wearing snowman. The best tactic is to hit him and then run away three times.



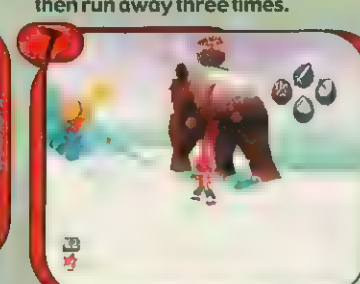
Follow the line of chips and you'll spy **Popicle, Monkey #1**. He's around this quartet of igloos and will randomly come out of whichever one has a flag on it. Get him!



Head back and up the path to the next plateau. After dealing with a few more snowmen, turn to face the water below and you'll spy a pole. Before you slide down, make sure to grab the Specter Coin.



Now, slide down the pole and you'll come face-to-face with **Iced, Monkey #2**, who is hiding behind this wall of ice. Smash the ice with your Stun Club and get him.



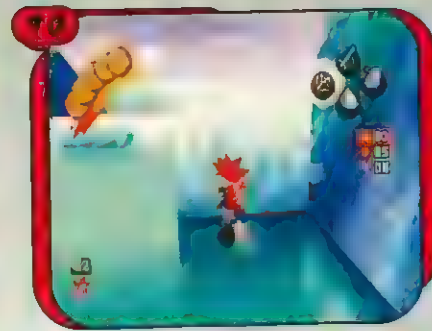
Climb back up the pole and hop off to the left at the top. In the distance, you'll see a woolly mammoth lumbering around. Riding on top is **Rickets, Monkey #3**.



Stand in a safe area and use the Slingback Shooter with flash bullets to bring him down off his perch quickly. Grab him while he's stunned.



Stay on this plateau and follow it around to face a small gap with an icy area across the way. Get a running start and double jump across at the closest point between the two.



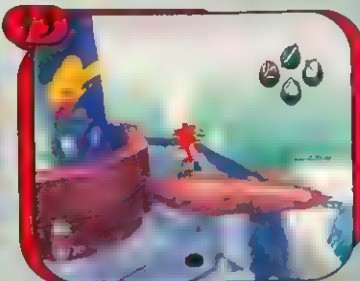
This area can be a little tricky. There's a blizzard-like wind blowing infrequently which will push you back toward the chasm you just jumped off at any moment. The three ice structures will provide safe shelter during the bursts of wind.



Continue ahead and around and you'll find Spike in front of some kind of large contraption. Head around to the small gearbox and start whacking the cog-wheel.



This, in turn, will lower the revolving contraption, giving Spike the opportunity to jump on it before it ascends.



As it rotates and moves upwards, two huge propeller-like blades will rotate along with it. In order not to take any damage from these blades, execute double jumps every time they cycle by.



At the top, jump off onto the snow-covered platform where you'll find **Denggo, Monkey #4**. Net him, then use your Stun Club to destroy the gear box, which, in turn, destroys the propellers.



Now you can safely jump back on the propeller platform and then across to this metal platform.



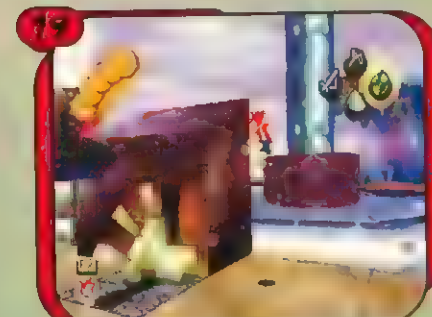
Well, what do you know, our small friend **Chilly, Monkey #5** is crouched ahead, shivering his simian butt off. Crawl up to him from the side and net him while he's distracted.



Level Return
Only one more silly monkey to get, so we'd suggest you find him before somebody catches a cold. Head down the ice walkway and under the wooden arch.



Make your way up and around past the woolly mammoth and across to the wind-swept icy area.



From here, get on over to the revolving machine and use your Sky Flyer to get up onto it (you might have to break the gear box to stop and destroy it), as the monkeys fixed it in your absence.



Hop across to the platform at the top and then locate these two pointed ice columns.



Head between them and down the windy path. At the end, you'll find **Skeens, Monkey #6**, standing next to his igloo. Give him the net so we can get the heck out of here.

STAGE 4-2 NEW FREEZELAND

FROSTY RETREAT

MONKEYS:
6 TO BEAT LEVEL
9 TOTAL
SPECTER COINS: 3
NEW GADGET: SKY FLYER
ADDITIONAL GADGETS
REQUIRED: NONE

LEGEND

	= Monkey		= Movable
	= Crated Monkey		= Breakable
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad

AREA 1



AREA 2



AREA 3



Head down into the area below and clear it free of baddies. These guys will stick their heads back into the ground when they see you. Use the Slingback Shooter and normal bullets from a safe vantage point.



Jump up, using your Sky Flyer, to the level above. Through this thick, transparent ice, you'll see two monkeys lounging about some furniture. Let's get 'em.



Carefully follow the small ledge around and into the room where **Storm, Monkey #1**, and **Qube, Monkey #2** are waiting to be captured. You should be a pro by now.



When they're safely secured, stand in front of the ice window and use your Sky Flyer to lift you up into the air and grab some tokens and a Specter Coin.



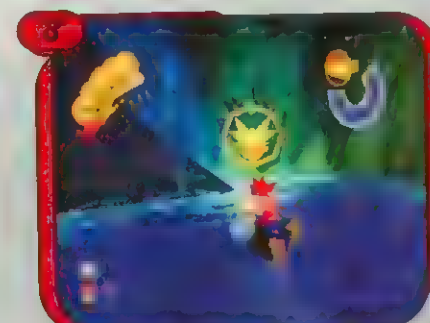
Head back out and around the path, then use the Sky Flyer to propel up to the ledge next to and above the ice window. Then, it's up one more. From here, enter the cave opening.



In this cavern, up the stairs ahead, you'll encounter **Gash, Monkey #3**. But, before you go after him, stop and use your Slingback Shooter to take out the baddies that pop out of the ground.



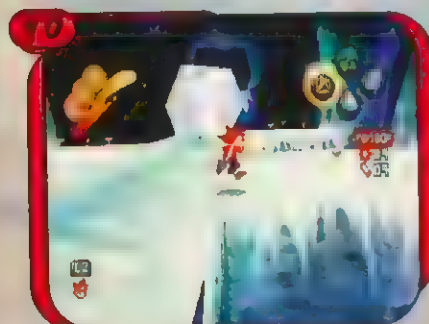
If Gash runs away while you're taking out the baddies, he'll jump into the water in the room below. Just follow him in and go and get him.



While you're still in the water-filled room, grab the chips along the floor and the Specter Coin in the corner.



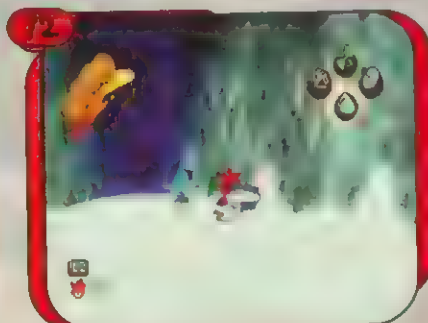
Head back out and propel yourself up to this ledge with the protruding spikes. Wait for the spikes to retract, then jump and propel up to the next level.



This next room presents a pretty easy pitfall. This huge ice boulder will come tumbling down the ramp at regular intervals. Just wait for it to safely pass by, then run up and into the safe areas on the left and right.



At the top, head into the next room and, after you've cleaned house, jump and use the Sky Flyer to propel up to this ledge.



Well, what do you know, it's **Shadow, Monkey #4**. He's too cold and miserable to notice you.



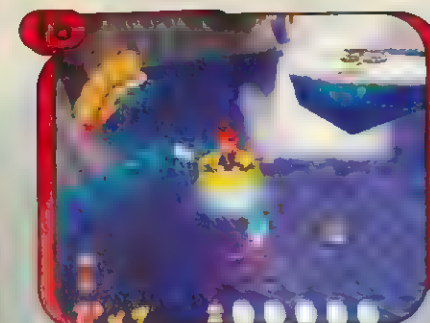
Next, hop back down then traverse up the collapsing steps. At the top awaits **Kundra, Monkey #5**.



Try and sneak up on Kundra, if possible, as he will heft some pretty strong bombs your way if you're detected.



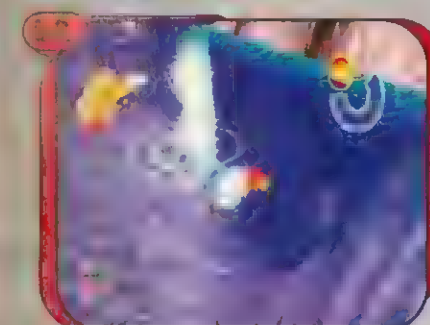
Follow the path along up and around and it will lead back outside. Here, you'll find another raft and a monster-filled lake.



Before we get the last monkey to complete the level, take the raft to the middle of the lake, then hop in and snag the Specter Coin submerged at the bottom of the icy waters. Steer clear of the electric jellyfish — unless you want to toss a cookie.



We've got three to go 'til completion. Start by propelling across to the ledge straight ahead, then up to the next level above.



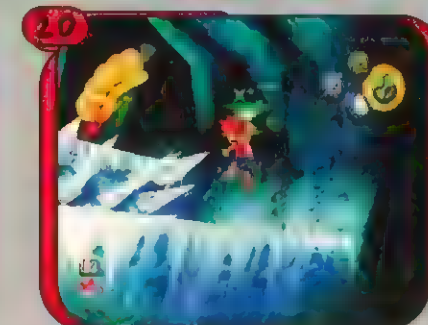
Jump into the water and swim diagonally to the right wall. Below, is a cave entrance. (Watch out for the electric jellyfish guarding the entrance. Stay close to the surface and jump out of the water and over it when it lunges for you and then make a dive for the entrance.)



Up top, most likely at the end of the walkway, is **Sharpe, Monkey #8**. He's any easy catch.



You can swim back to the raft, or just head to the island in the middle of the water, the choice is up to you. Either way, when you get there, **Ranlx, Monkey #6**, will have jumped into his handy-dandy flying saucer and will be revolving around the island.



From here, go up once again, then into the cave. Inside, it's up the steps down the passage and up onto the icy level with the protruding spikes.



On the other end, you'll find a ramp leading to **Droog, Monkey #7**, who is extremely aggressive and armed with homing missiles. He will hop into any of the three igloos and a flag will appear showing which one he is going to come out of. Wait outside and net him as he appears.



You might as well head back along the walkway, gathering the large gold chips as you go, then jump into the water and swim (or raft) across to this ledge.



Arm your Slingback Shooter, hit him with three flash bullets and he will crash-land on the island below. Quickly nab him before he recovers from his fall.



Keep forging ahead, up the retracting stairs and back outside to the watery area with the raft.



Swim or raft over to the island in the middle of the water, then use the Sky Flyer to lift yourself onto this small zig-zagging ice walkway right above.

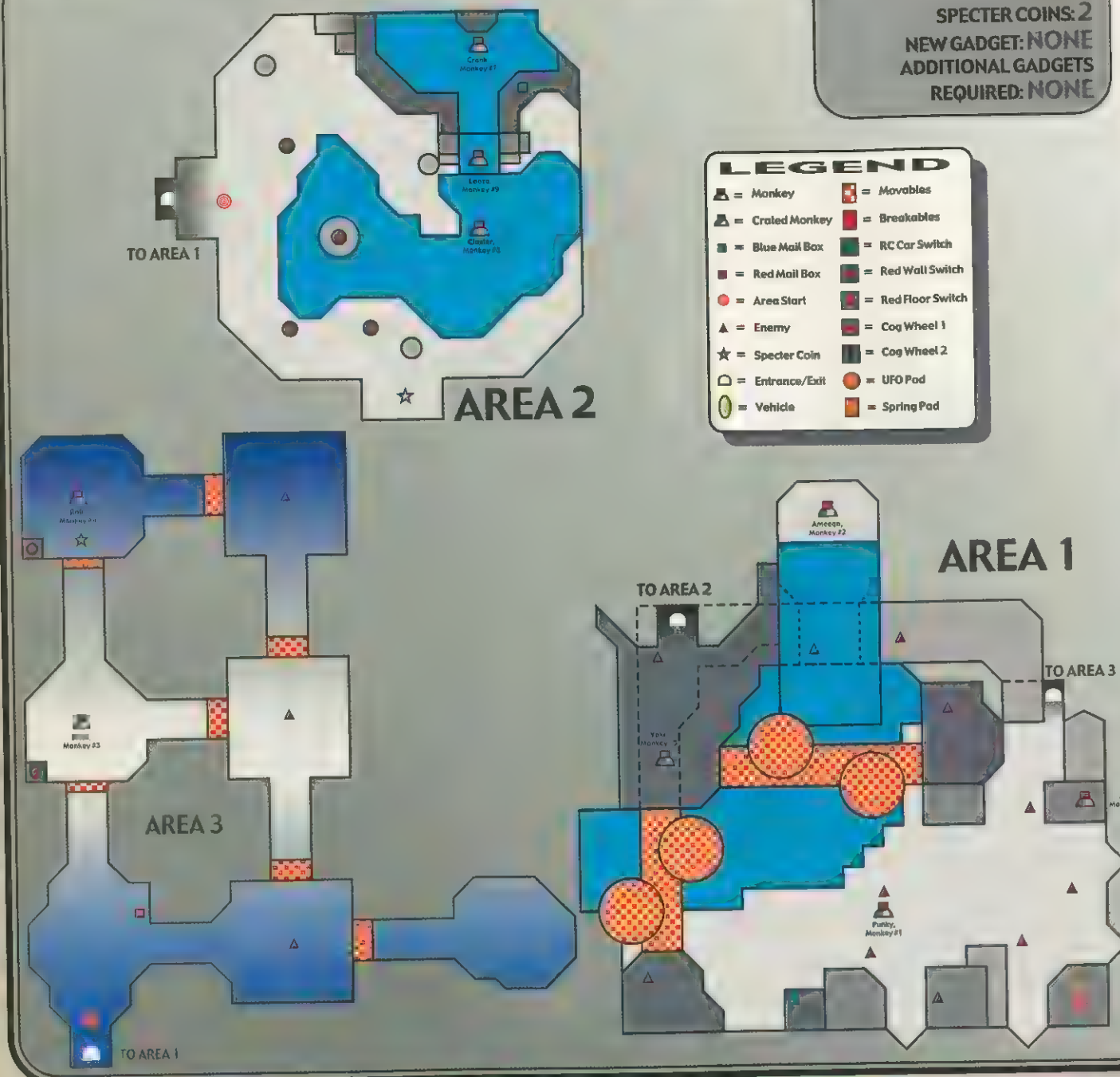


Dead ahead, you'll find **Sticky, Monkey #9**, residing around a cave at the top of these ramps. Defeat the baddies in the ground first, then net him like you mean it! Good show.

STAGE 4-3 NEW FREEZELAND HOT SPRINGS

MONKEYS:
6 TO BEAT LEVEL
9 TOTAL
SPECTER COINS: 2
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: NONE

LEGEND	
▲ = Monkey	■ = Movables
▲ = Crated Monkey	■ = Breakables
■ = Blue Mail Box	■ = RC Car Switch
■ = Red Mail Box	■ = Red Wall Switch
● = Area Start	■ = Red Floor Switch
▲ = Enemy	■ = Cog Wheel 1
★ = Specter Coin	■ = Cog Wheel 2
□ = Entrance/Exit	■ = UFO Pod
○ = Vehicle	■ = Spring Pad



Be prepared, things are going to get a little tougher from here on out. This level has some pretty precarious jumps, as well as treacherous bits to navigate. For starters, jump down to the main, lower level.



Down here, you'll encounter a couple of evil snowmen, a replenishing cookie jar (you're going to need it), and Punky, Monkey #1. Clear out the enemies and shock the monkey!



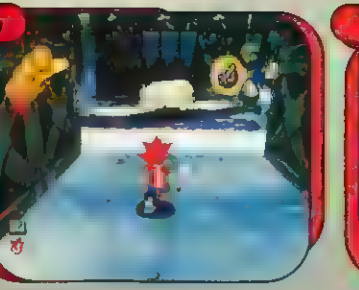
Before we head back up, jump into the water and swim into the opening under the waterfall.



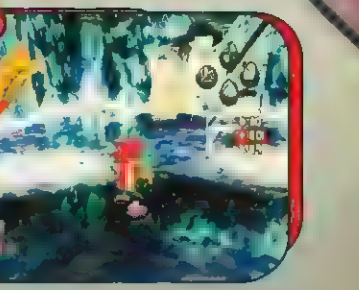
In here, you'll find Ameego, Monkey #2. He's a hostile, missile-launching, laser-toting little bugger. Net him as fast as possible.



Go back outside, then head into the large cave to the left. In this new area, there are two doorways. The one ahead is blocked by a gate, so head into the one to the right.



In this next room, you'll find the first of three sleeping polar bears. We're going to have to wake him up in order to break through the doorways ahead.



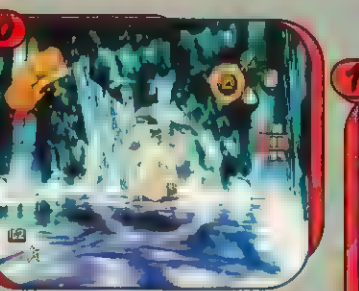
Walk into the room just a bit, equip the Slingback Shooter, and shoot him as he heads your way. If you line him up with the ice-covered doorways, a few shots will have him sliding right into them, breaking them down in the process.



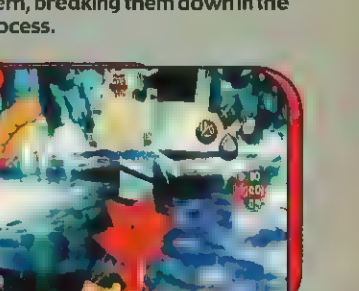
The first room, which is straight ahead when you walk into the polar bear room, has a bevy of chips and a cookie jar.



The second, to the left, leads to another polar bear room with two more ice-covered doors.



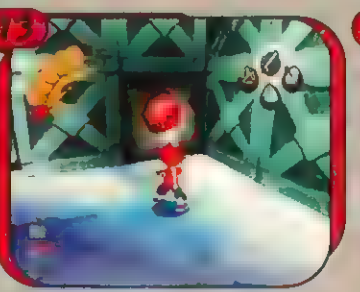
Maneuver Mr. P Bear so he's in front of doorway number one (the one straight ahead from the entrance) and send him sliding into it.



This doorway leads to yet another polar bear room. Before we head in there, get around him and bust through door number two (to the left), then head on in.



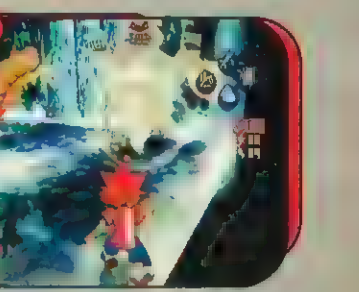
This room houses Nappa, Monkey #3, who is gazing through a gate with his back to you - easy pickin's!



The switch in this room opens the gate, which leads back to the first room, where we came into the cave.



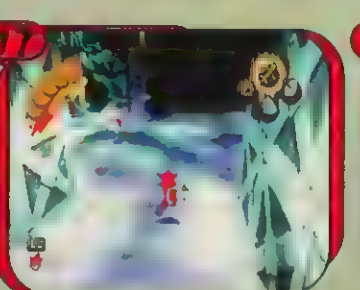
Activate it, but don't go through. Instead, head back into the polar bear room and into doorway number one, directly to your left.



This last polar bear room has only one blocked doorway. Get around to the front of the polar bear and send him sliding. It might take a few shots to maneuver him into the right position.



This next room is home to Roli, Monkey #4, a Specter Coin and a switch. Bag the chimp, grab the coin and hit the switch.



We're pretty much through with the cave, so head through both open doorways and back outside, we've got a little mountain climbing to do.



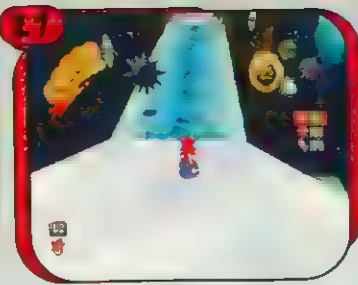
Start your way up the mountain by hopping up to the first platform next to the cookie jar (You're going to be using the Sky Flyer quite a bit, so keep it equipped).



From here, just follow the progression of platforms up the mountain, hopping from one to the next and stopping to take out the random flying baddy in the process.



Jump and propel from the highest platform (with the mailbox on it) to the one below and get ready for a little tricky maneuvering.



This ice platform consists of many separate blocks of ice that will collapse and fall to the ground once you've touched them. These two swinging, spiked balls sure aren't helping much either.



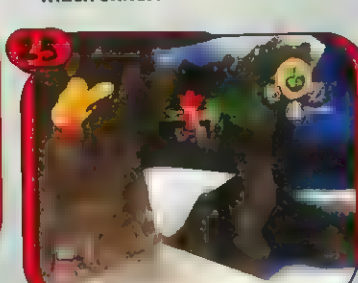
If you look closely, the left spiked ball doesn't quite cover the whole ice bridge, leaving a safe area to the right. Conversely, the right allows for a safe area on the left. Just jump and propel yourself as far as possible, avoiding the first ball by staying to the right.



Quickly jump when you've safely passed the first ball and propel Spike across the rest of the bridge, staying to the left of the second.



At the opposite end, you'll find **Yoki, Monkey #5**. Let him run off while you safely pick off the badies in the area first, then go get him.



Follow the path, past the waterfall opening, and back outside. Jump from the opening on to this ledge first.



Use the Sky Flyer to get up to the next ledge where **Jory, Monkey #6**, is waiting. Grab him and it's level complete!



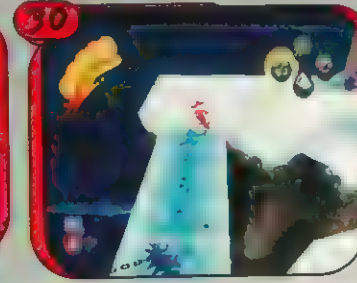
Level Return
Let's get back to our monkey business and capture the three leftover chimps. Make your way back up to the top of this level, using the Sky Flyer, jumping from platform to platform, to where the ice bridge is.



Navigate across it once again, then head into the cave. Keep going through and out the other end.



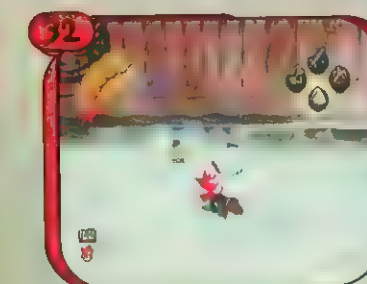
Like before, hop over to the ledge to the left from the entrance of the cave, then use the Sky Flyer, once again, to navigate up and across the platforms to the top of the mountain.



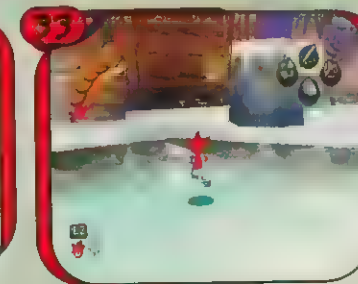
Ok, one more deadly ice bridge to cross (there's a free life and some chips in the water at the top of the fall. If you go for them, keep jumping while you're swimming to beat the current)...



...then it's into this new area where we'll find our culprits. The first, **Crank, Monkey #7**, should be directly to your left when you enter the area.



The next, **Claxter, Monkey #8**, is also in this area, most likely dead ahead and in front of the mountain wall with Specter's face carved into it.



Before we grab the last chimp, grab that Specter Coin and the chips in the corner...



...then head up the stairs in the opposite corner, get a running jump at the top of the waterfall and propel yourself over to the free life on top of this roof.



Ok, last one. **Looza, Monkey #9**, was taking a little R & R underneath the steamy waterfall, toward the back of the area. He shouldn't be any problem for a veteran monkey catcher like you.

DIMENSION X

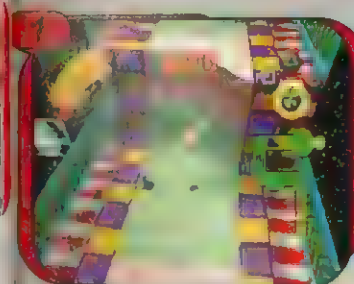
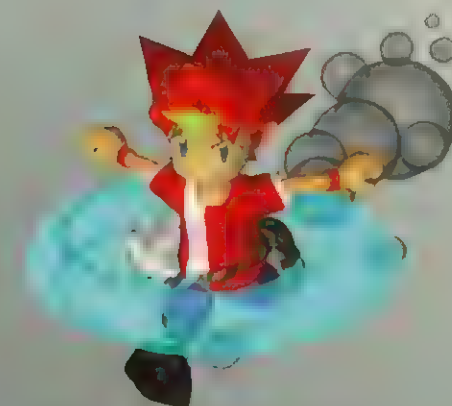
GLADIATOR ATTACK

SPECTER COINS: 5



LEGEND

- = Monkey
- = Croated Monkey
- = Blue Mail Box
- = Red Mail Box
- = Area Start
- = Enemy
- = Specter Coin
- = Entrance/Exit
- = Vehicle
- = Movable
- = Breakable
- = RC Car Switch
- = Red Wall Switch
- = Red Floor Switch
- = Cog Wheel 1
- = Cog Wheel 2
- = UFO Pod
- = Spring Pad



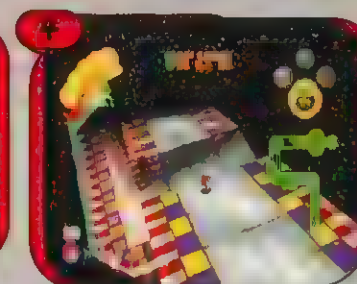
No turbo gates this time, it's just you and your Sky Flyer against Jake and his. Activate the Sky Flyer as you approach the first platform.



Next, there's a set of three platforms in a row. Use your Sky Flyer diligently and, as soon as you hit the ground, use it again.



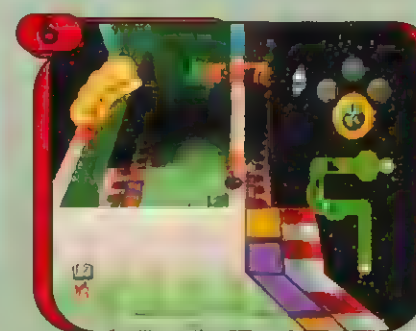
The fourth requires you to run a bit forward before you start to propel.



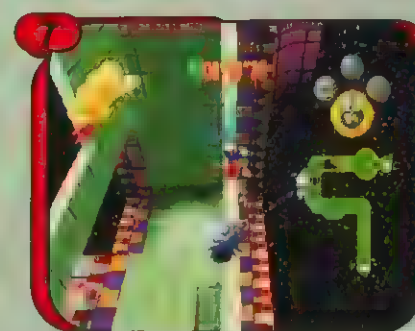
At the top, follow the path to the slide and hit it. Jump a bit before the bottom so you miss this gap...



...and then jump again at the bottom in order to keep up your momentum.



As you round the corner, head for the right, thin platform. You should be in the lead.



Run across the thin platform and jump over the swinging, spiked ball if you need to. When you get to the end, hit the Sky Flyer and propel yourself up to the next level.



Round the corner and take a leap of faith. Use the Sky Flyer to propel yourself down, across this chasm, and land in front of this pit of hot coals.



Now, make two jumps over the pits (use the Sky Flyer if you need to) and then propel yourself up to the closest revolving platform (don't jump first, it's unnecessary and time consuming).



Quickly propel yourself up to the large platform...

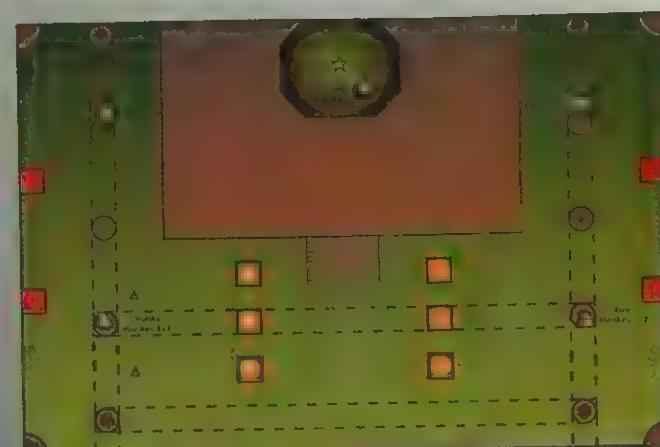


...and on to the finish line. Good job!

STAGE 5-1 MEDIEVAL MAYHEM

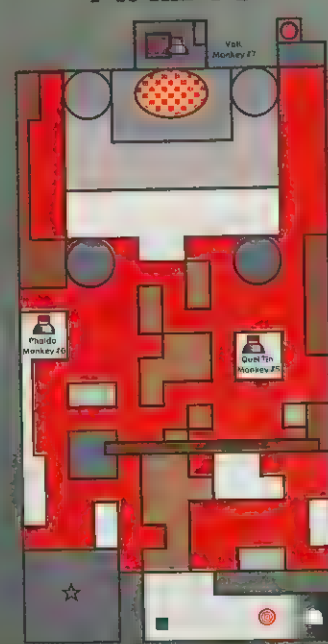
SUSHI TEMPLE

MONKEYS:
7 TO BEAT LEVEL
12 TOTAL
SPECTER COINS: 3
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: NONE



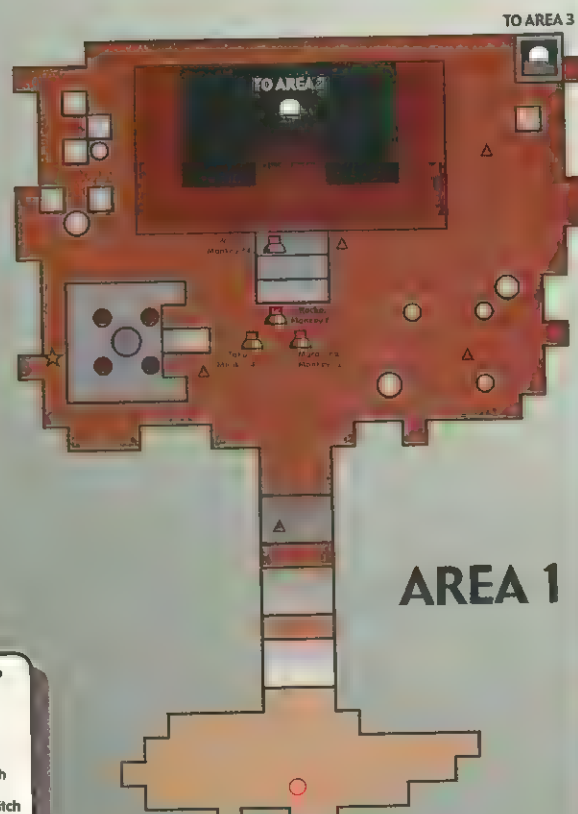
AREA 2

AREA 3

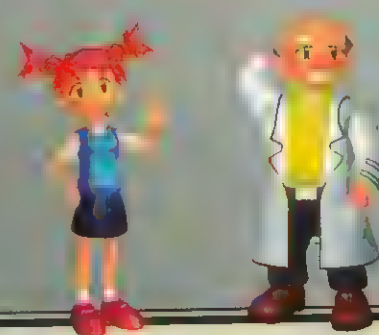


LEGEND

- = Monkey
- = Crated Monkey
- = Blue Mail Box
- = Red Mail Box
- = Area Start
- = Enemy
- = Specter Coin
- = Entrance/Exit
- = Vehicle
- = Movable
- = Breakables
- = RC Car Switch
- = Red Wall Switch
- = Red Floor Switch
- = Cog Wheel 1
- = Cog Wheel 2
- = UFO Pod
- = Spring Pad



AREA 1



It looks like Specter and his masses of monkeys are getting stronger by the minute. It's time to head to the dawn of civilization and catch us some more!



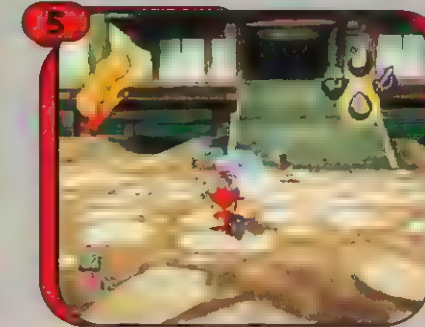
From the start, head up the long, stone stairway, taking out shuriken-throwing baddies that appear along the way (they take three hits, the first two change them into small trees).



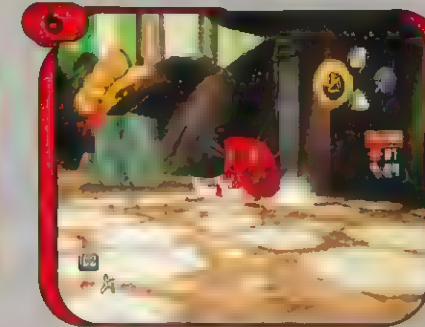
Hesitate just before you get to the top and check your Monkey Radar. There are three apes huddled in the middle of the courtyard ahead...



and one sitting up on the roof.



If you crawl up to the three, you should be able to at least get **Rocka, Monkey #1**, before they disperse.



Let the others go for now, we'll catch up to them in a minute. Instead, take care of the various shuriken-throwing baddies, as well as the charging boar (use the Slingback Shooter on the boar).



Now, **Mara-Iso, Monkey #2**, is hiding underneath the pagoda. Crawl underneath and net him when he least expects it.



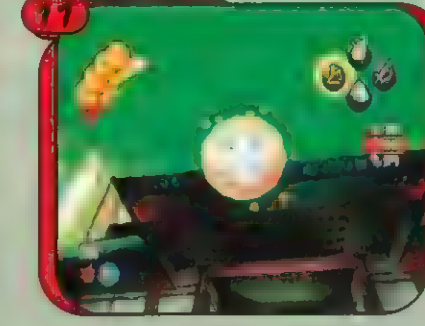
Now, where did the third chimp head off to? Head across the courtyard and up the small set of stairs to the bell.



Take a swack at the bell and **Taku, Monkey #3**, will drop down from inside it. Go get him.



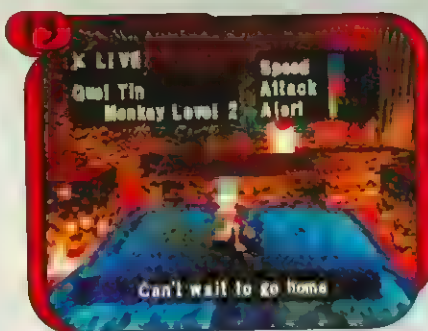
Now that we've taken care of him, head behind the small bell tower and claim some chips and a Specter Coin.



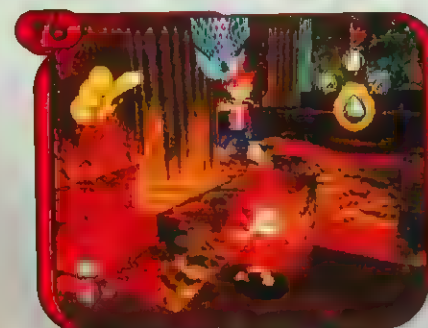
Before we do anything else, let's knock that monkey off the roof of the pagoda, shall we? Equip the Slingback Shooter and hit him with an explosive flash bullet. One hit and **Wog, Monkey #4**, will come tumbling down. You know what to do.



One more thing to do before we go inside. Around the right side of the pagoda is a well. Hop on in.



Down here, we'll find a cavernous, lava-filled room. Straight ahead is **Quel Tin, Monkey #5**...



Now, for Quel Tin. Jump onto one of the middle platforms and get him in your sights. The best bet would be to wait until he gets close to you, then jump onto the platform he's occupying and swoop in with your Time Net.



From here, jump to the small platform against the wall and then make your way against the small, precarious path that runs against it.



Use your Slingback Shooter to activate it, and the statue will move to the right, revealing a hidden room with that last monkey.



...and to the left, partially obscured by a column is **Phaldo, Monkey #6**.



There's another monkey in this cavern, but we're not going to nab him just yet — let's collect some booty first. Head straight forward and make your way to the platform with the huge statue of Specter.



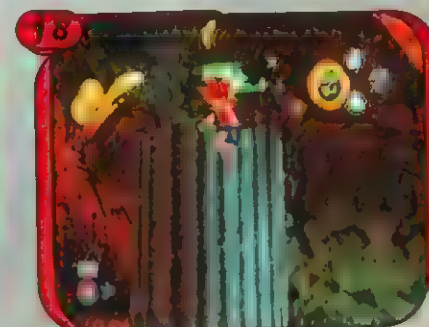
At the other end, you'll find another column. Walk onto it, then take a leap and, using the Sky Flyer, propel yourself across the room to the broken column at the opposite side.



We're going to get the rest of the loot first, so let's follow the path to its end, then jump and propel to the next, higher ledge.



The best bet is to head to the left, along the wall and grab Phaldo first. He is much more docile and won't lead you on a wild goose chase.



Use the Sky Flyer to propel up onto the broken column to the left of the statue, then jump up and grab the chips hovering above.



Nab the chips, then hop across to the platform against the wall. Before you move forward, take a look toward the Specter statue. There's a switch imbedded in the far wall to the right of it.



This green hanging vine is sturdy enough to support your weight. Hop up and shimmy back across to the other side of the room, collecting the numerous chips as you go.



Safe and sound at the other end, you'll spy another Specter Coin and some chips tucked away in an alcove in the wall. What are you waiting for? Hop on over and get 'em!



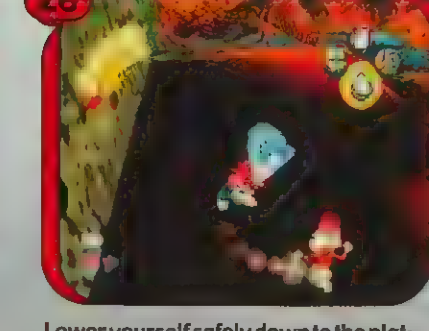
Monkey #8, is taking a bit of a rest on the palm of the buddha statue straight ahead. He'll most likely jump down to the floor if he sees you.



Monkey #9, is behind this wooden column on the opposite side of the room. He's a tough little bugger, so use the same procedure and sneak up on him.



Monkey #11, is the first chimp you'll come across. Try and sneak up on him.



Lower yourself safely down to the platforms below and make your way back to the Statue and the now-revealed room. As you approach, **Voti, Monkey #7**, should hop down the ground below. Grab him and it's level complete!



While we're here, use the Sky Flyer to lift yourself up to the top of the statue and grab that Specter Coin.



Next, hop onto the small statue case against the wall in this back corner of the room...



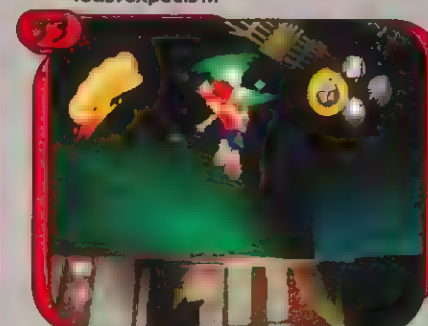
Elly, Monkey #12, is just beyond on the other cross-beam. Get him and it's 100% completion for you.



Level Return
Back to business. First, head up the stairs and into the pagoda — that's where we'll find the five remaining monkeys.



Ouyang, Monkey #9, is just to the right, down on the main floor, crouched behind the last wooden column. Jump over the fence down to the floor and use a little stealth to nab him when he least expects it.



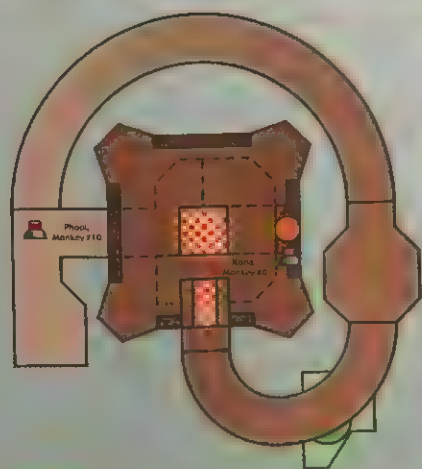
...then, using the Sky Flyer, propel up and onto the wooden beams above.



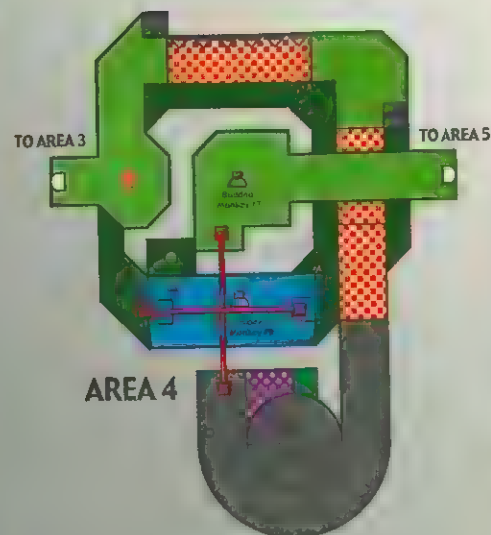
MONKEYS:
8 TO BEAT LEVEL
10 TOTAL
SPECTER COINS: 3
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: RC CAR



AREA 2



AREA 5



AREA 4

AREA 3



AREA 1

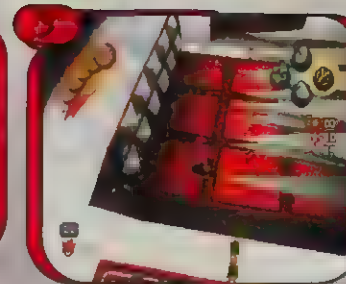
LEGEND			
	= Monkey		= Movable
	= Crawled Monkey		= Breakable
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad



Here's your chance to visit a great wall. Unfortunately, there's no time for sight seeing, we got monkeys to catch! Head along the wall just a bit until you see the grassy platforms to the left.



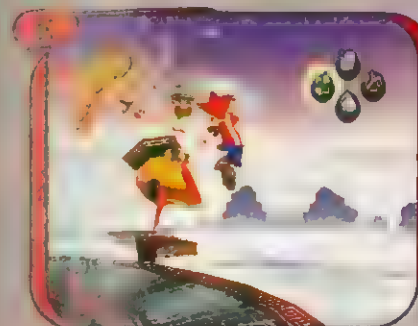
Hop on over to the large, grassy platform and collect the chips and the Specter Coin on the platform just below.



Hop back over to the wall and prepare to jump on the moving platform with the cycling and protruding spikes. When the left set of spikes extend, stay on the right, and vice-versa for the other set. Jump on and ride it to the other side.



If you're really adventurous, from the corner of the other side of the wall (after you've gotten off the platform), take a leap and propel yourself over to the grassy platform way out there (you should just make it) and grab the gold chip. Now, head on back.



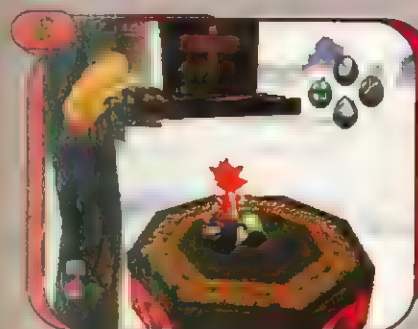
These floating irritants will home in on you, hover over you and drop bombs on you. You can either stay far away and shoot them down with the ever-trusty Slingback Shooter or, better yet, use your Sky Flyer to slice and dice them as you hover.



Forge ahead and hop onto the wooden platform. We're going to have to navigate a series of rotating platforms. Piece o' cake!



The last rotating platform leads to **Minky, Monkey #1**. We hate to interrupt your Tai' Chi little monkey, but you got to go!



From here, jump onto the floating platform just above and ride it until it comes to rest against the side of the wall. Use your Sky Flyer and propel across to the wooden platform.



Here, we'll find **Zobbro, Monkey #2**. Take out the rambunctious chimp before he shoots you with a couple well-aimed laser beams.



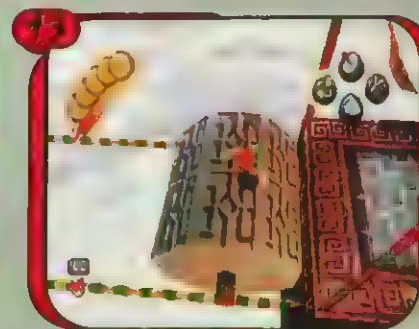
Now, propel up to this platform with the red decoration lining its ledge...



...then do an about face and propel up to the next, higher ledge.



From here, hop up to the ramped part of the wall (just above the collapsing stairs) and continue upward and onward.



This rolling contraption is easy to navigate. Wait for it to roll over to your side of the wall, hop on and run in the opposite direction it's rolling in order to stay on top.



Head through the doors and you'll find yourself in a large room with a Chinese gong in the middle and a trio of crazed monkeys running around inside. If you watch for a moment, you'll see that every time a chimp runs by and hits the gong, a random number of heavy weights will drop from the ceiling.



Enter the room, watching for the shadows of the weights so you can avoid them, and follow any of the three chimps to where they jump into any one of three hatch- es on each side of the room.



Wait for them to come out and stun 'em and net 'em. You will obviously have to repeat this process a few times. The three chimps are **Moops, Monkey #3, Zanabi, Monkey #4, and Xeeeto, Monkey #5.**



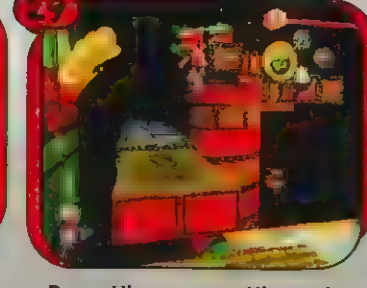
Upon completion, a set of stairs will appear, as well as a gate that opens, revealing another Specter Coin. Grab the coin and head up the stairs.



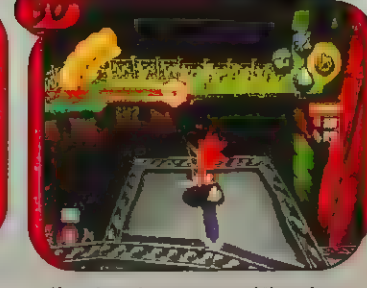
Don't let this next large room intimidate you. Start by heading to the left and rotate your Stun Club at this wheel to extend the platform under the spikes.



When the platform is fully extended, run across — staying far away from the spikes — to the other end.



Repeat the process at the next wheel to connect these two plat- forms. Run across when they are connected, using your Sky Flyer to get across the gap as they retreat.



Head up the ramp and then jump up to the next. When you reach the top, grab the chips and, from the same spot, use your Slingback Shooter to hit the extended target hanging from the roof.



Above, you'll go through another set of doors and end up back outside. Take care of the flying baddies with your Slingback Shooter first, then hop on this moving platform with the huge saw blade at one end.



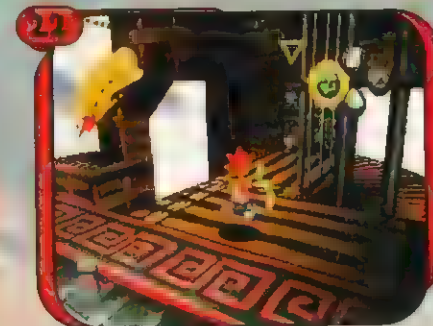
First order of business: Use your Slingback Shooter and shoot the switch to the left. This lowers a huge gate, allowing you to continue your progress along the wall (don't worry about the saw blade, it's stationary on the end of the platform and won't touch you as long as you don't walk into it).



Second order of business: For the greedy-minded, propel off the platform and over to the right, landing on the grassy ledge and getting the chips. Yes, there's a chimp across the way, but we'll get him in a moment.



Propel back over to the sawblade platform and jump to the other side of the newly-exposed wall. Wait for the sawblade to be at its lowest point before attempting to jump over.



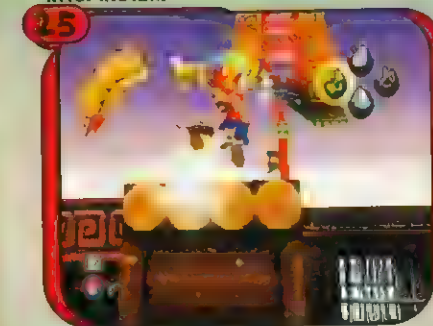
Before heading up the sloping path of the wall, head to the right onto the wooden platform, get the chips, and use the Sky Flyer to propel yourself up and slice the bomb-dropping baddies when they come in for the kill.



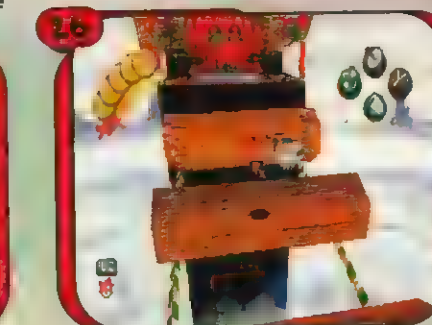
From this point, jump and propel down to floor a little ways away. Down here, you'll find a cookie jar, more chips and a floating platform. Follow the arrow of chips up to the next level.



Here's where we'll find **Doxs, Monkey #6**, looking through a telescope. Sneak up and net him.



Head back to the area with the cookie jar. You have two choices: You can either take the floating platform up to the level above, or you can hop up the wooden stairs, grab- bing the chips along the way. Either way, they both lead to the same place.



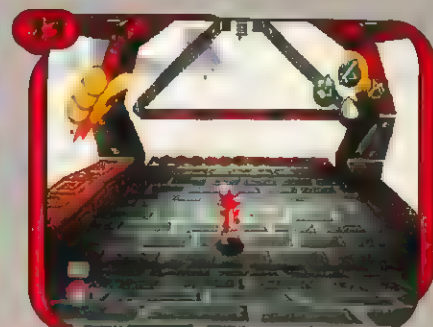
This next bit is a little tough. These rolling logs require patience and good timing from you in order to jump from one to the next, to get to the doors at the top. Don't use the Sky Flyer, just double jump from one to the next, watching for your shadow to know you'll safely land on each log.



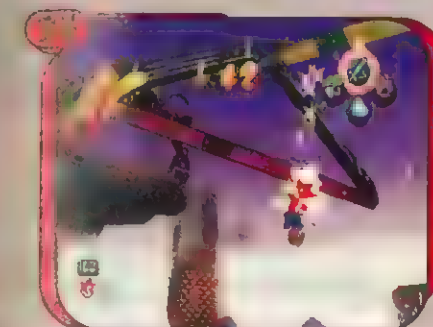
Hop down to the lower ramp and fol- low it to its end. By hitting that target, you should have swung over its other side so it's just above the ramp. Jump up and use it to shimmy across to the other side.



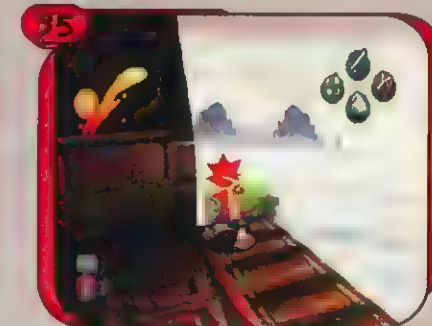
On the other side, you'll encounter **Buddna, Monkey #7**. With him out of the way, we have one to go and it's level complete!



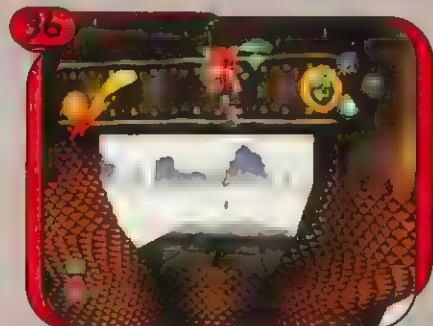
Level Return
Head out through the doors up here and you'll once again be back outside. That contraption up ahead will carry us up to the next part of the wall. Just walk up to the wooden bar and jump up to grab it.



If you're adept enough, follow the line of chips as the machine carries you up. Watch out for the raven who will fly from its perch and try and attack you as you near the end. When you get to the top, jump off.



Ignore the ape that went running off for the time being. Instead, before we head up the wall to the top, take a jump from the right edge of the platform where we jumped off and propel yourself to this grassy platform, out in the middle of nowhere.



If you're in the need of some cookies, from the edge of the grassy platform, jump and propel over to and under- neath the wall, and grab 'em.



Now, to get the next Specter Coin and back to the ledge above, we are going to first have to propel back to the grassy ledge (aim for the lower part, then jump and propel up to the top)...



...then jump and propel over to the next grassy platform across the way.



Now, head to this last, small platform, which has some serious chips as well as the coveted coin. Grab 'em and propel back to the middle platform, then back to the wall.



If the machine isn't waiting to carry you back up to the top, go back through the doors and then come back out and it will be there. Head back up and then start up the wall.



Be very careful on your way up. The path has narrowed quite a bit and there are huge, spiked rolling wheels coming at you. Steer clear of them and you should do alright.



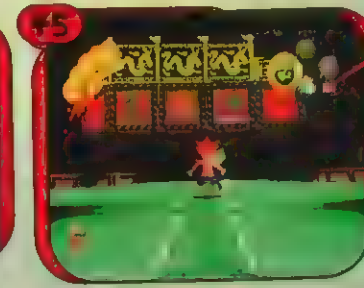
At the top, you'll encounter **Kong, Monkey #8**, who, upon seeing you, will jump into his handy-dandy flying saucer. Arm your Slingback Shooter and take him out with a few flash bullets. Grab him when he crash lands and it's level complete!



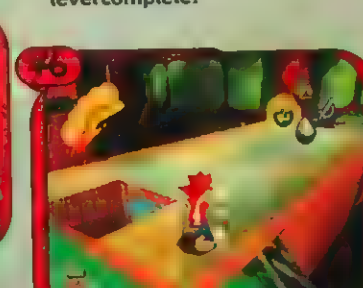
Level Return
When you return to the level, it's a bit of a trek to get to the first monkey. Just follow the path up the wall. You'll have to navigate your share of pitfalls and traps along the way.



Keep going through the gong room...



...and you'll eventually come back into this elaborate room.



Hop down to the floor below and make your way around to this transparent, wooden section. Hey, isn't that **Foosy, Monkey #9**, down inside there?



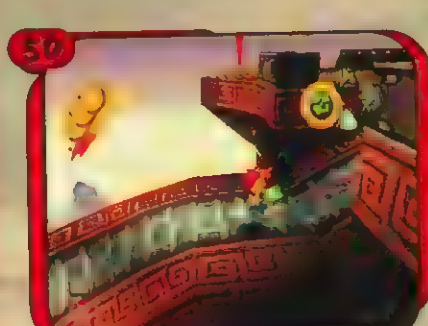
Activate the RC Car, send it at him to chase him out, then go and get him.



Climb up the pole next to the transparent wooden platform and make your way around the room.



Shoot the target when you reach the top.



Shimmy across the pole, head back outside and ride the contraption to the next portion of the wall. Just head all the way to the top.



When you get here, you'll see an opening where a platform lowered when we finished off the level before.



If you drop in, you'll land on the platform. From here, hop on the pole and slide down to the ledge below.



Hey, it's **Phool, Monkey #10**. Do your thing monkey man! 100% complete!

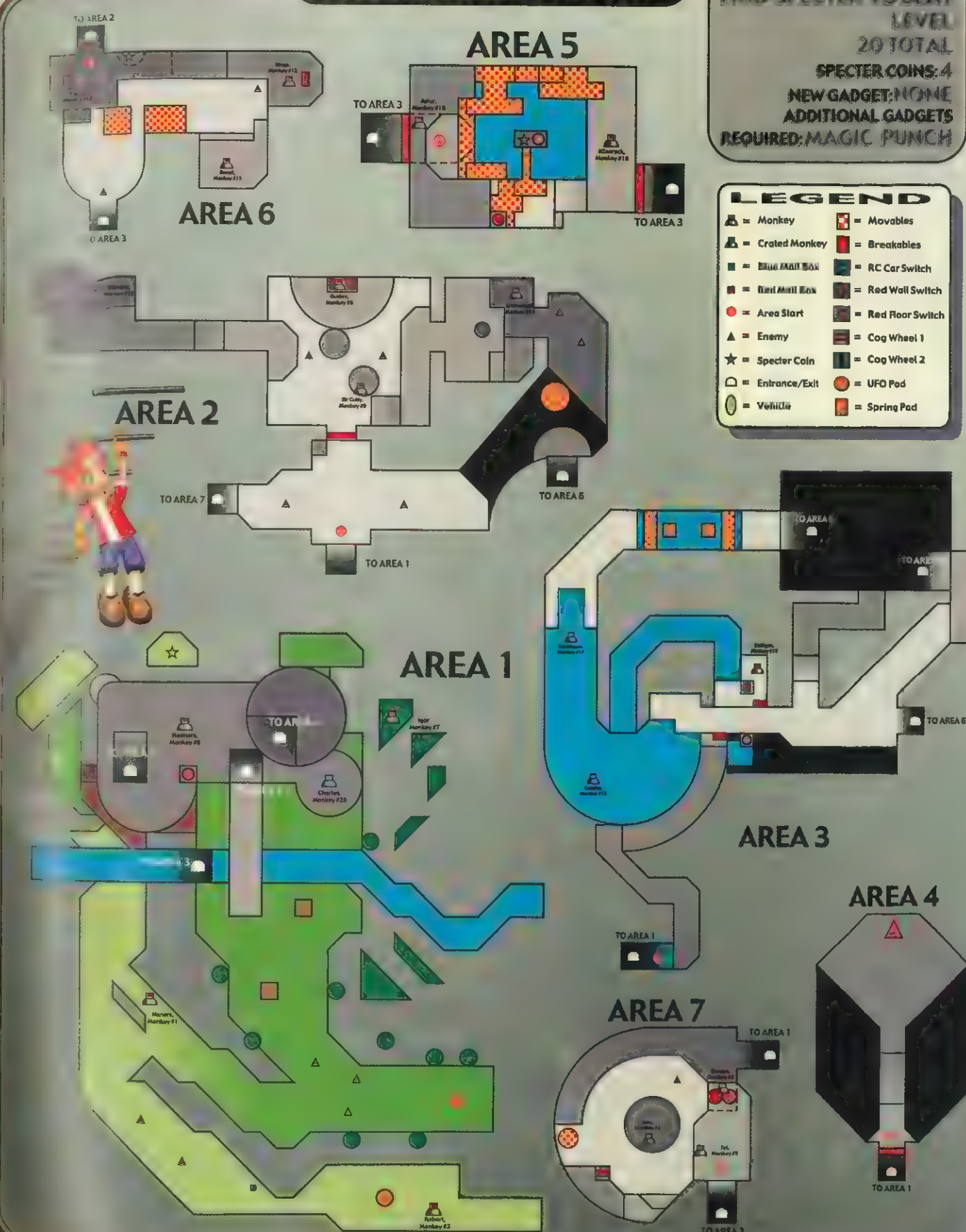
STAGE 5-3 MEDIEVAL MAYHEM

CRUMBLING CASTLE

MONKEYS:
FIND SPECTER TO BEAT
LEVEL
20 TOTAL
SPECTER COINS: 4
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: MAGIC PUNCH

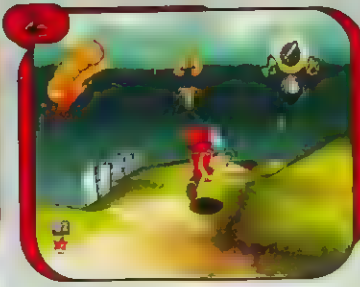
LEGEND

- Monkey
- Crated Monkey
- Blue Arrow Box
- Red Arrow Box
- Area Start
- Enemy
- Specter Coin
- Entrance/Exit
- Vehicle
- Movables
- Breakables
- RC Car Switch
- Red Wall Switch
- Red Floor Switch
- Cog Wheel 1
- Cog Wheel 2
- UFO Pod
- Spring Pad





Even though there are a whopping 20 monkeys to capture on this level, our main goal is to find and capture Specter. But that's not going to stop us from nabbing more than a few along the way. Let's start by taking out the resident baddies first, they take two hits each.



Head up the path a bit, then go down to the left, grabbing the copious amount of chips along the way.



At the bottom is **Neeners, Monkey #1**. It looks like he's taking a nap. Sneak up and get him.



There's an entrance through the waterway down here which leads to an underground passage, but it's temporarily blocked. So, head down to the left and continue forward down here, to this blue mail box.



We might as well pick up **Fej, Monkey #5**, who is on a platform just below the ledge where the doors are at the top. Propel back over there and then drop down and surprise him. This will open up a set of doors in the main castle hall.



Unfortunately, we are going to have to repeat the process of raising the column to get back up to the top. When you do, head through the doors which lead outside, we'll see you there.



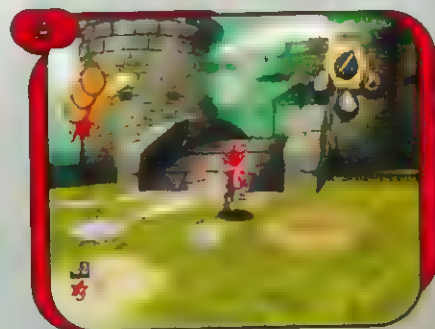
Looky here, it's **Neeners, Monkey #6**, moping around the castle roof. Why don't you introduce him to your Stun Club and Time Net?



Last order of business before we head back down; hit the switch. This will activate small ledges, allowing you instant access up and down the castle walls.



Concealed around the corner is **Robert, Monkey #2**. He's a vicious, missile-shooting little sucker, so try and sneak up to him by crawling.



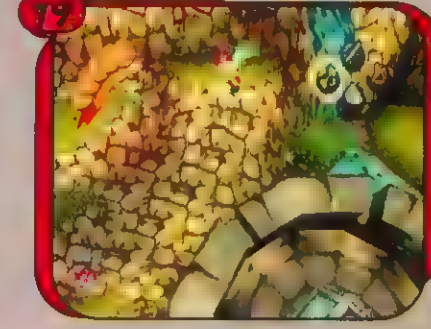
Now, it's back up to the main path and through the castle doors.



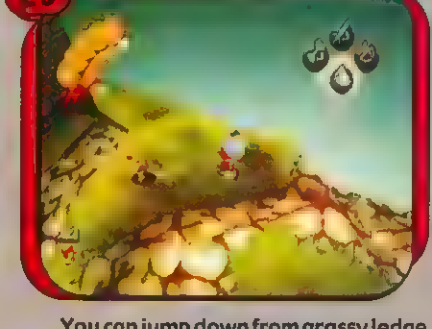
These metallic baddies can be defeated using your Slingback Shooter once they stop spinning. Once they're out of the way, head through the left set of wood doors.



Let's take the long way to the bottom, which will net us a few more chimps in the process. Hop up onto this watch tower (ignoring this strange glowing contraption for the time being)...



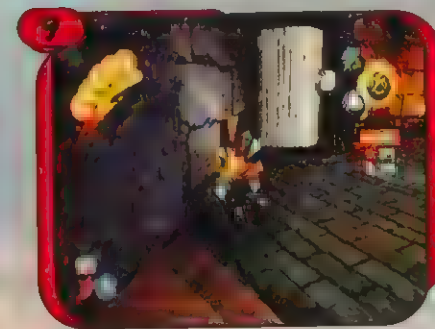
...and hop down to the platform below.



You can jump down from grassy ledge to grassy ledge and you'll soon encounter **Igor, Monkey #7**, who, because he gets beat up a lot, is cowering in fear at the sight of you. Be gentle and give him the net.



Donqui, Monkey #3, over by the bells, can be snuck up on by crawling around and netting him from the right. Buh-bye.



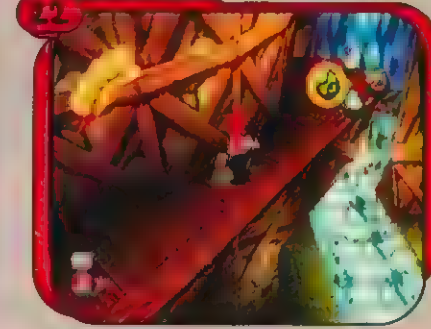
Next, head up to the stairs to the left of the door. Stop on the first stair and get the cog-wheel in your sights. Use the Slingback Shooter to shoot the wheel, which will raise the column just beyond it.



When it's raised to its limit, quickly hop up the remaining stairs and then jump up and propel up to the top of the column.



It's a long ride down to the next ledge, where a Specter Coin is waiting.



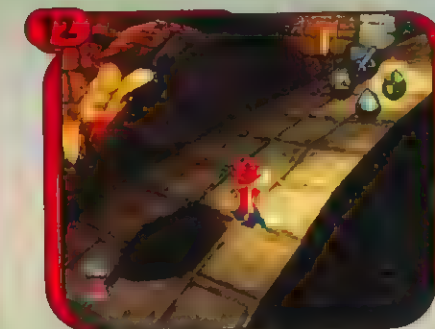
From here, propel to the next platform, then jump up to the wood walkway. Follow it around, then propel down to the main path and back up and through the front castle doors.



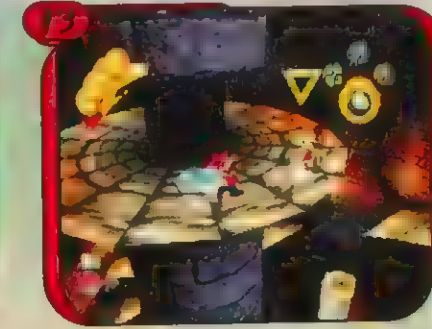
Let's go through that now-opened doorway. We must be getting close to Specter, it's his throne room.



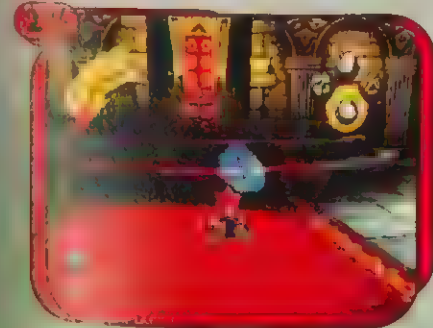
Now, jump from the column to the next ledge before it retracts too low for you to do so.



As you run up the ramp, watch for the shadows of these bouncing barrels... unless you like to be flattened like a pancake.



Before we go through the doors at the top, let's propel over to the platform in the middle of the room and net **Joey, Monkey #4**.



It looks like **Gustav, Monkey #8**, is taking advantage of Specter's absence to be king for a day. Take care of the surrounding baddies first and then "crown" him on the head with your Time Net.



There's another monkey in here, hiding out on the chandeliers, and two in the other rooms. Hop up the stairs in the corner and let's go after them.



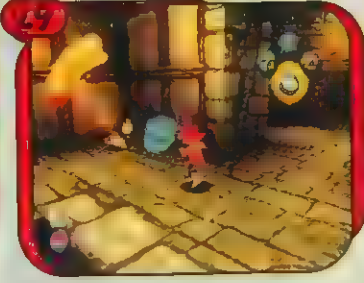
First, use the Sky Flyer to propel yourself onto the chandelier and you'll come face-to-face with **Sir Cutty, Monkey #9**.



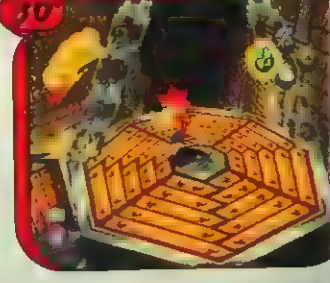
Now, just hop across to the next chandelier and then over to the platform. Watch out for the bats as you climb the stairs and make a beeline for **Wilhelm, Monkey #10**, who is gazing out the window above.



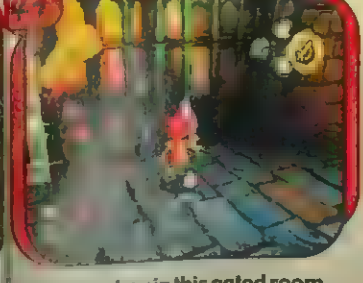
Don't forget to grab the Specter Coin sitting here as well, then head back out and across the chandeliers to the room with the huge post in the middle of it.



At the top of the large stairs in this room, you'll find **Emmanuel, Monkey #11**. We don't even need to tell you what to do at this point, do we?



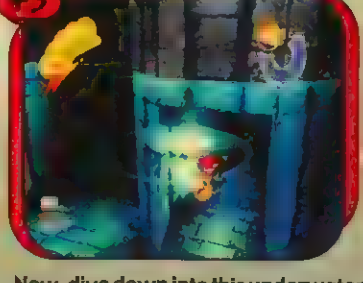
Head through the next room and you'll come to a large hanging platform. We're gonna ride this baby. Hop on and get ready to jump off to the left at those two big doors.



The monkey in this gated room can only be gotten to by swimming in from underneath, we'll be there momentarily.



But, first we have to get **Castallist, Monkey #15**, swimming in the huge pool of water just beyond the gate that we opened with the switch. Hop in and track him down.



Now, dive down into this underwater passage to the right and swim all the way through, collecting the chips as you go (hold down the L1 button to swim faster, or else you won't have enough air to make it through).



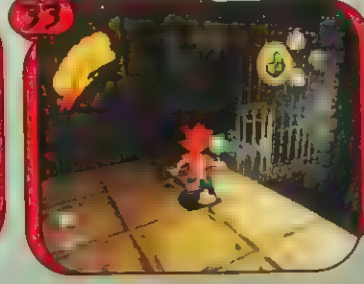
On the other side, you'll find **Calligan, Monkey #16**, give him the net...



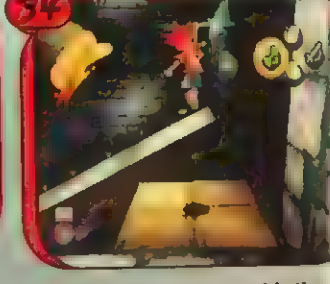
This large room is home to more monkeys, a few enemies, and some tricky slides. Instead of hopping on the platform, position yourself directly in the middle of the slide and down he goes.



At the end, hit the jump button and propel yourself to the safety of the platform with the guillotine on it. **Ringo, Monkey #12** was obviously monkeying around where he shouldn't be.



Before we head down the next slide, take a look over to your left and you'll spy **Densil, Monkey #13** hanging out on the stretcher inside this cell. Propel down there and get him.



From the platform outside the cell, propel over to the next slide.



...then stand on the switch to open the gate leading back to the main passage. You can't successfully make it through before it closes without the Super Hoop.



Hop back into the drink and swim around the corner. Up ahead is **Deveneom, Monkey #17**, treading water. You can try and catch him with your Water Net or hop out and chase him down, the choice is up to you!



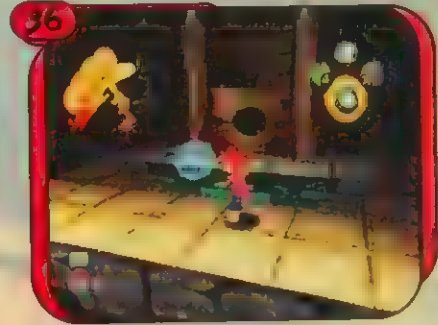
In this new area, you'll find a cookie jar and a crazy obstacle course of razor sharp spikes and moving platforms over running water. A few things; you won't be able to swim across due to a strong current, and keep your Sky Flyer equipped in case you under-shoot your jumps.



Here's the deal; Stand on the right-hand side and wait for the first set of spikes to move all the way back and the platform to move all the way right — jump!



At the end of the slide, jump and propel to this red, bouncy platform with the Specter Coin on it. Grab the coin, then jump over to the next ledge with another guillotine on it.



There's also **Rigero, Monkey #14** here. So many monkeys, so little time.



Now, it's down to the floor where you can collect some chips and then a fight with a knight. This armored guard cannot be attacked from the front, his only weak spot is his back.



The next jump is easy, wait for the two moving platforms to align in the middle and the next set of spikes to move backwards, then take the leap.



Lastly, move forward a bit to the end of the platform, wait for the second set of spikes to move forward (so they are behind you) and jump across to the safety of the floor beyond.



This next room has more even more monkeys. When you enter, **Kilserack, Monkey #18**, will most likely run up around the room and then jump into the water. You can either wait for him to come out or jump in and catch him by surprise.



Using your Stun Club, let him chase you while you run around to his back side. When he raises his sword, quickly whack him one in the back. Luckily, he's slow and clunky, so you should have plenty of time to get a good one in.



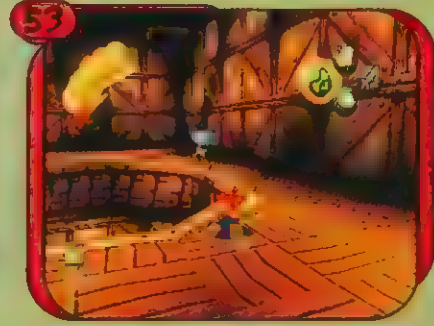
Four hits later, he goes to pieces and your reward is some chips, an extra life and passage into the next room.



We now find ourselves in an underground passage. The corridor to the right leads to a dead end. Head straight up and hit the switch, which will open the gate that leads to a water passage back outside.



We're going to have to traverse the large gears to progress through the room and catch the next ape. So, head on up and jump on the first set along the wall.



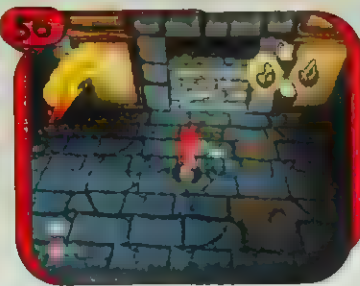
When you get to the other side, hit the crawl button and get set to capture **Astur, Monkey #19**. He's hanging out on this wood platform.



Nab all of the gold chips in the area, then head around to this switch. Hitting it will position a stationary gear in place with the others, which rotates the post back in one of the other rooms which opens a door on the roof of the castle... whew!



55 Hop on the revolving gears to get to the gear box in the middle of the ceiling. Grab that Specter Coin.



56 Head back down to the second level of the room (where the gears originate) and head through the small gated door which opens when you approach it.



57 You'll find yourself overlooking the dead-end hallway in the underground passage. Before you jump down, use your Sky Flyer to grab the free life hovering out of sight, just above your head.



58 Remember that gate we opened with the switch earlier? Head through there and you'll eventually come out through the waterway from the very beginning of the level.



59 Head back up the path and to the castle wall. Use those steps we created to scale the wall and get back up on the roof.



60 We can now go through the door that was opened when we activated the gear.



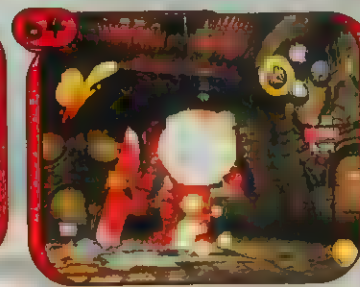
61 Boss time! It looks like Specter has some kind of mind control over Jake! We're going to have to fight Specter another day as he takes off, leaving a huge, electric powered knight in his place.



62 When he charges up with electricity, he's deadly to the touch (not to mention invincible), so stay far away from him.



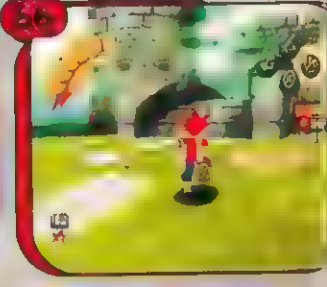
63 Eventually, he'll stop chasing you and raise his battle axe for the kill. Get as far away as possible (when the axe hits the ground, it creates a deadly aftershock, complete with flying boulders).



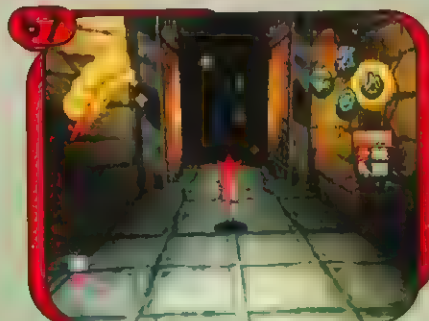
64 Be ready. As soon as his axe hits the ground, he loses his charge. Stop running, do an about face, quickly use the Slingback Shooter and let him have it.



65 Repeat this process numerous times (he will go down faster if you use flash bullets) until he collapses in a pile of metal. Way to go!



Level Return
If you followed the guide to this point, you should only have one monkey left to get. Let's not waste any time and head for the castle.



67 The steps along the wall have been retracted, so we're going to have to get up to the roof through the inside. Head on through the doors and take the left door.



68 Activate the column once again in this room and head up the ramp to the exit at the top.



69 On the roof of the castle, break out the Magic Punch and smash the flashing ape case on the watch tower. Inside you'll find **Charles, Monkey #20**. Grab him and you've finished off the level!

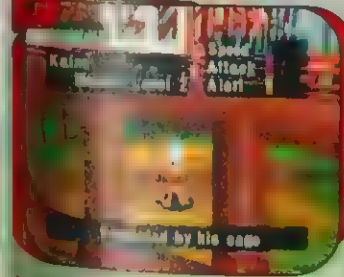
STAGE 6-1 FUTURAMA

CITY PARK

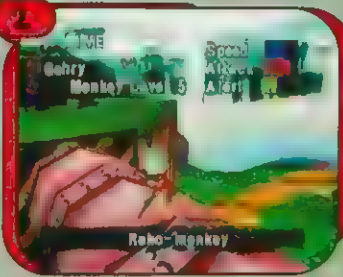
MONKEYS:
8 TO BEAT LEVEL
13 TOTAL
SPECTER COINS: 3
NEW GADGET: RC CAR
ADDITIONAL GADGETS REQUIRED: NONE



LEGEND	
	Monkey
	Crated Monkey
	Blue Mail Box
	Red Mail Box
	Area Start
	Enemy
	Specter Coin
	Entrance/Exit
	Vehicle
	Movables
	Breakables
	RC Car Switch
	Red Wall Switch
	Red Floor Switch
	Cog Wheel 1
	Cog Wheel 2
	UFO Pod
	Spring Pad



70 After your brief practice session with the more-than-cool RC Car, you will be dropped into the beginning of the City Park, where things have gone terribly wrong. Immediately pull out the Monkey Radar and locate **Kaine, Monkey #1**.



71 You can also locate Gehry. We'll have to work our way around to him, later in the level.



72 You'll find Kaine straight up the stairs, in a cage.



73 It's time to give the RC Car a try. Activate it, then drive it through one of the small openings in the cage.



Run the RC Car into Kaine a couple of times and he will come crawling out of the cage. Put the net on him.



Now, pull the Monkey Radar back out and locate **Jaxx, Monkey #2**. Let's go get him.



Turn and jump up this grouping of three trees.



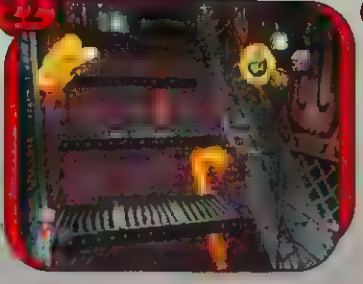
Jaxx is in his gym at the top. Sneak up on him and bag him.



After nabbing Q. Bee, at the base of the stairs, drive the RC Car through either of these openings to make **Monkey #5**, come out of his safe haven. Maybe you should acquaint him with your net?



Now, head to the top of the stairs and go around the corner. Use the RC car at the yellow and red arrow. Drive it up through the opening in the cage to trip the red switch.



Quickly jump up the moving platforms — they will only move in and out once. If you don't make it, you will have to re-position the RC Car over the switch and try again.



Once you arrive at the top, use the RC Car to go through the cage and collect the Specter Coin and other miscellaneous goodies.



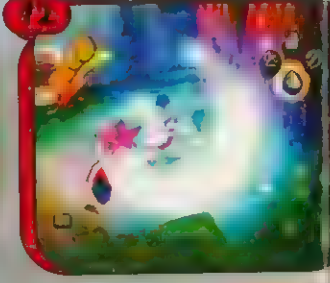
It's time to turn our attention, once again, to Gehry. Use the Monkey Radar to locate him, then look around and you will find him on top of a pipe 'bridge', just past the two park benches.



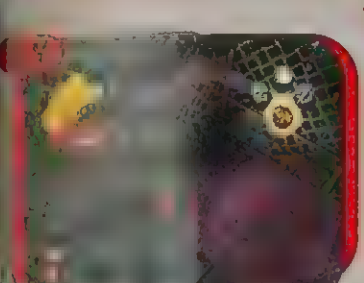
Unfortunately, we can't get him yet. But, we should head forward under the pipe and deal with this robot that has dropped from above.



Use your Slingback Shooter from a safe distance to take care of the robot...



...then put the net to **Alcatraz, Monkey #3**, at the end of path.



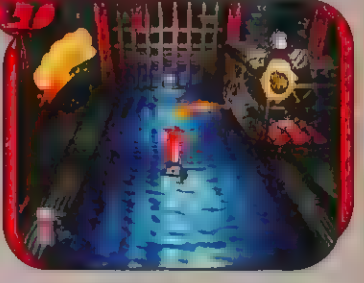
Then, park it on the red switch.



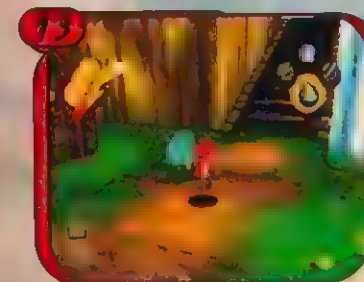
A trap door will open in the floor and you'll slide down a ramp.



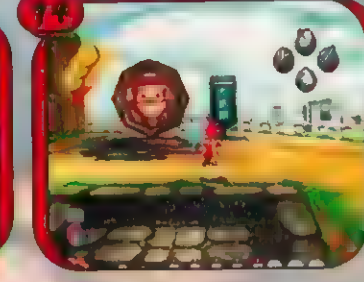
It leads to **McManic, Monkey #6**.



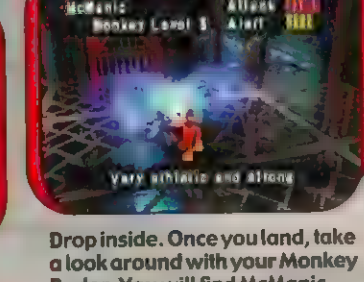
After bagging McManic, drop back down to the blue floor below and use the RC Car, once again, to trip the red switch in the cage — go through the open gate.



Now, head up the stairs to the right of the cage where we snagged Kaine.



At the top, you will find an open hatch (which opened after you satisfied the three monkey capture requirement).



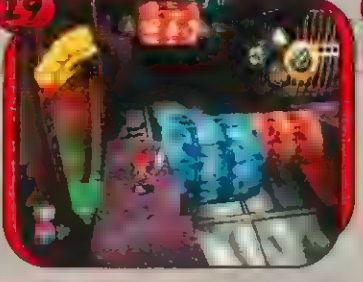
Drop inside. Once you land, take a look around with your Monkey Radar. You will find McManic.



Head down the ramp to the left. McManic will begin firing his weapon at you, and the subdividing enemies on the ground will come after you, as well. Take out these purple baddies by continually rotating your Stun Club.



Head back up the stairs. This time, when you get to the top, jump into the water and swim over to the big pipe. Jump into it and go through.



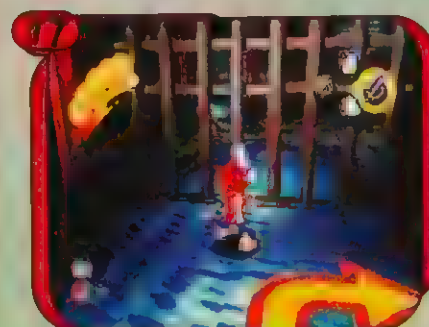
In this room, you'll find a bunch of rolling barrels...



...and (with the use of your trusty Monkey Radar) the cross-eyed CK Hutch!



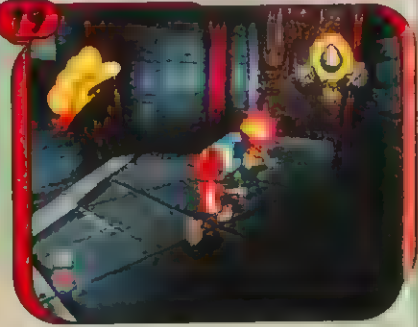
Double jump and propel to get across to the midway point and this platform.



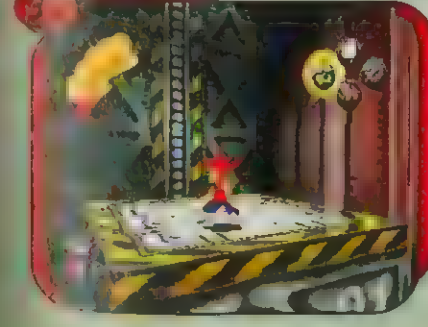
Behind those bars is **Q. Bee, Monkey #4**.



Then, take out the RC Car and use it to throw the red switch inside the cage.



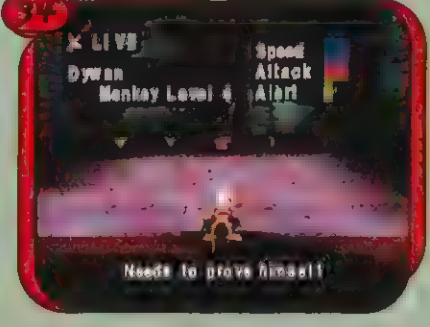
The bars will open, giving you the opportunity to bag Q. Bee. If you're too slow, he'll head on up the stairs.



If you miss and slide to the bottom, don't worry. You can take the elevator below in this area to get back to where you came in.



From the midway point, propel down to the safe platform directly below it.



If you use your Monkey Radar straight ahead, you'll see **Dywan, Monkey #7**.



Now, slide down the rest of the way, hit your jump button at the end of the ramp and propel over to Dywan. Bag him, grab the freebies, then ride the elevator back up.



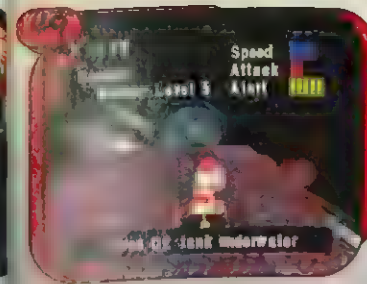
Use a combination of jumping and the Sky Flyer to get back out to the midway point next to CK Hutch.



Now, wait for a blue barrel to get close to you, on the right side of the cage, and use the Sky Flyer to quickly get on top of it.



Immediately, jump and fire up the Sky Flyer again to land on top of another, then the cage that houses CK Hutch. Our second Specter Coin is here.



Monkey #10, is on the other side of the bars.



Take out the RC Car and park it on top of the red switch. This will open the bars and keep them open so you can go in and bag him.



We need to get back to the grassy platform level. You can either propel back over to the pipe, or return to the water behind you and swim back through the deep tunnel — it's up to you.



When you arrive back in the area, climb, hop and propel your way up the low grassy platforms and to get up to the top.



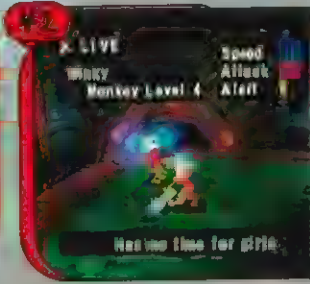
From this vantage point, jump and use the Sky Flyer to propel you toward the pipe on the other side.



You won't have enough juice to make it, but aim for a barrel and then use it to launch yourself back in the air and into the pipe.



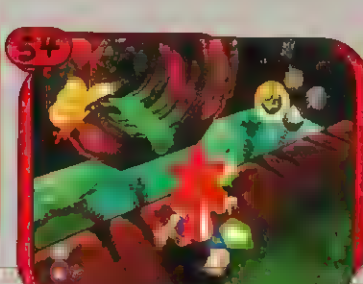
Get rid of the sub-dividing purple guys and locate the next two monkeys, **B Luv, Monkey #8...**



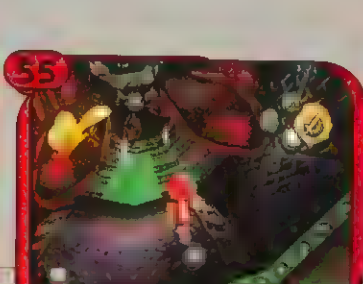
...and Winky.



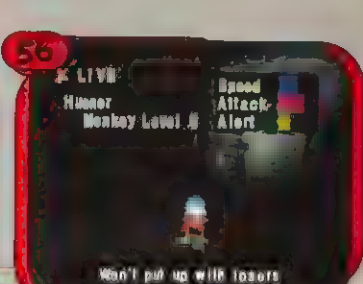
See, we told you we'd come back for **Monkey #11**. Tag and bag him when you reach the top.



Now, use the Sky Flyer to fly over to the pipe with the whirling blades.



Time your run through the blades and take care of the purple bad-dies with your Stun Club.



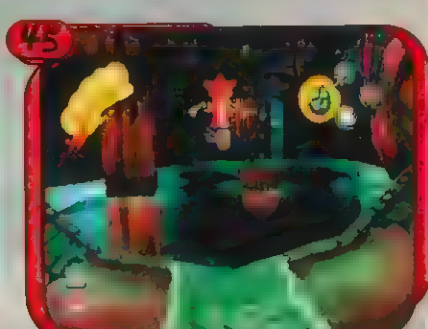
Let's use the Monkey Radar, once more, to track down **Huener, Monkey #12**.



More than likely, They both will be up on a grassy platform (this is somewhat random). Dive into the water and jump onto this small platform in the middle.



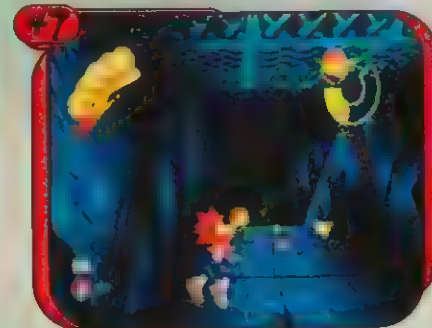
From here, propel up to the large, grassy platform (collecting the gold chips along the way) and bag your choice of monkey. Ours was **B Luv**. That's level complete!



Level Return
When you return to the level, make your way back to, and through the pipe and dive into the water.



We'll be back for Winky, who's still up top on that grassy platform. First, swim into the tunnel deep down below.



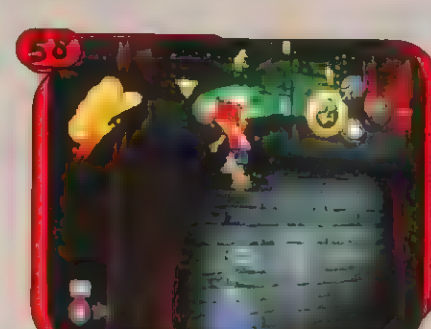
You will have to do it quickly, or you will run out of air (you might also see a monkey (Camper) swimming in the tunnel here, let him go, we'll see him on dry land in a second).



After gulping some air, jump out of the water and you'll find yourself in the caged room with none other than **CK Hutch, Monkey #9**. Take him down, we don't like the way he's looking at us.



At the other end of the pipe is another pool of water. First, equip your Sky Flyer, then jump into it and swim toward the wall featuring gold chips up top, with Huener patrolling above.



At the wall, double jump out of the water and immediately use the Sky Flyer to get enough height to cling to the alcove with the Gold Chips.



Then, jump out of the alcove and activate the Sky Flyer once again to get up to Huener's platform. Bag him!



Drop back into the water and swim through this small opening.



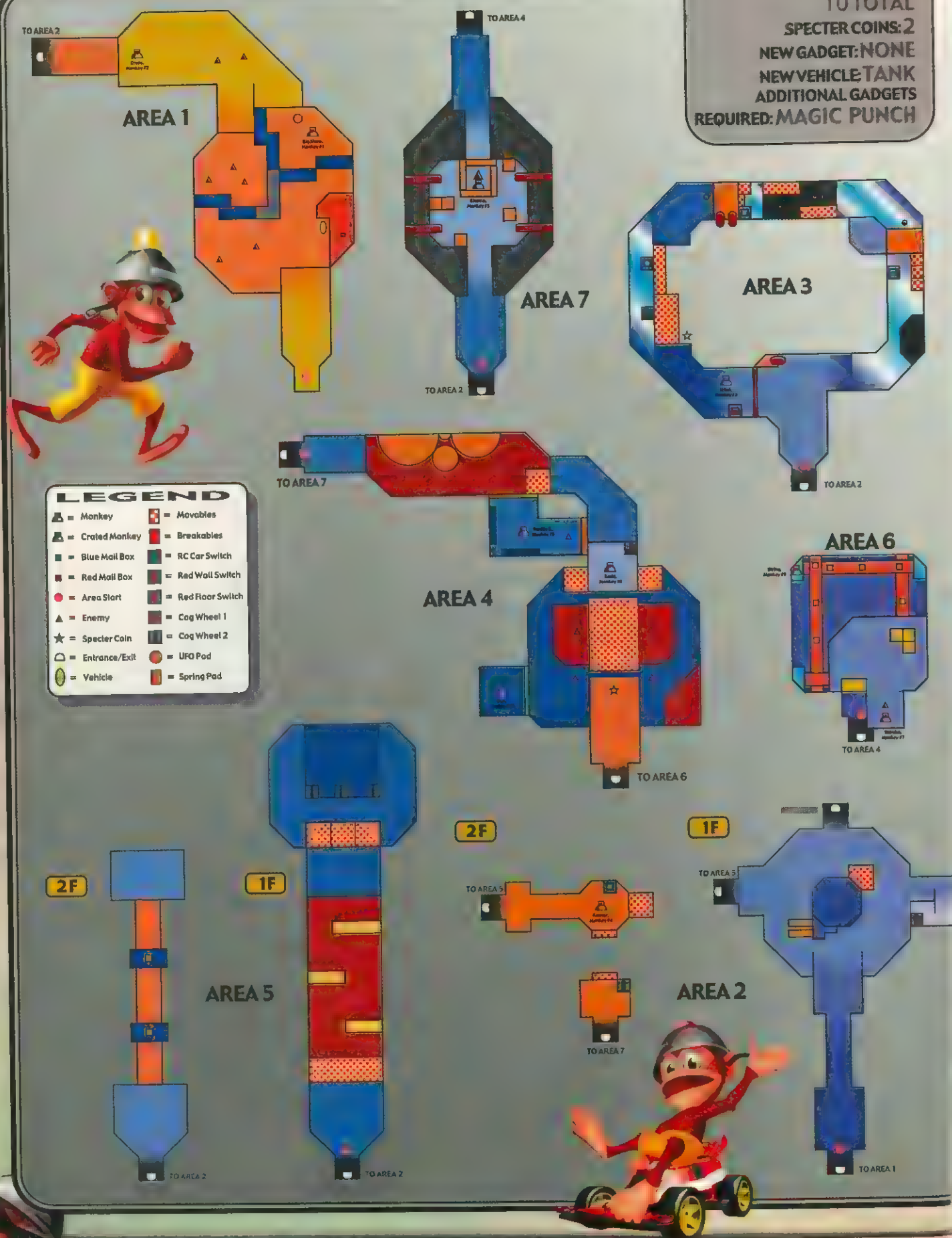
On the other side is the third (and final) Specter Coin.



Snag the coin, then (finally!) take care of **Gehry, Monkey #13**. It's level complete.

SPECTER'S FACTORY

MONKEYS:
7 TO BEAT LEVEL
10 TOTAL
SPECTER COINS: 2
NEW GADGET: NONE
NEW VEHICLE: TANK
ADDITIONAL GADGETS
REQUIRED: MAGIC PUNCH



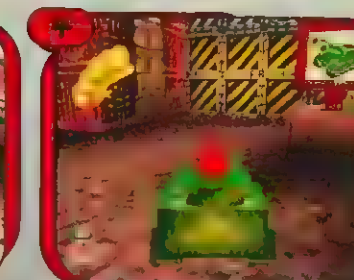
When you arrive outside of the factory, equip the Monkey Radar and find Big Show...



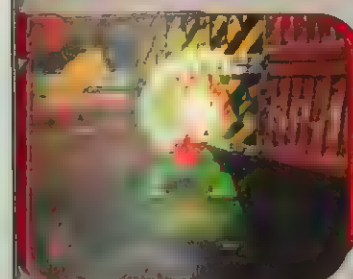
...and Dreos.



There's really no place to go, until you locate the tank, dead ahead, and get in!



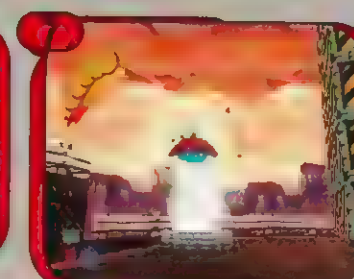
Controlling the tank is easy. Just follow the red mailbox's instructions and you'll be fine. Use the cannon to destroy the yellow and black crates.



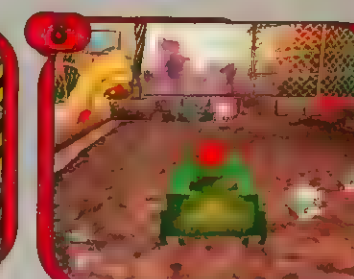
Destroy the ones on the left side of this plaza and go through.



Use L2 to aim at enemies and continue to use the cannons to clear any and all yellow and black crates that you find.



The crates on the right, just before the ramp, are home to **Big Show, Monkey #1**. Knock him out of his space ship, then use the net.



You will find **Dreos, Monkey #2**, at the top of the ramp.



He will hop into some kind of gunnery station. Trade fire and use the tank's cannon to extract him from his hiding place.



Then, apply the bag.



Now, run behind the wrecked craft and enter the factory.



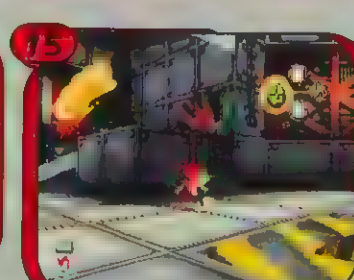
Once inside, use the Monkey Radar to get a bearing on Reznor — we'll be seeing this hung over monkey in person, in a bit. Head up the stairs.



In the next room, there is a door that requires you to capture three monkeys before entering...



...a door that you can enter freely...



...a cog-wheel that operates a drawbridge up above...



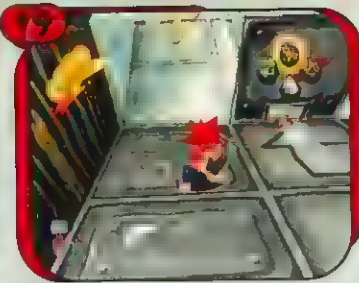
...and, in another one of the game's cool details, a transparent floor that shows the monkey helmets being manufactured.



Let's go through the accessible door. In the next room, you will find Urkel behind a cage.



He is one ticked off monkey and he is hitting you with everything he's got! Stay away from him and head toward the RC Car sign.



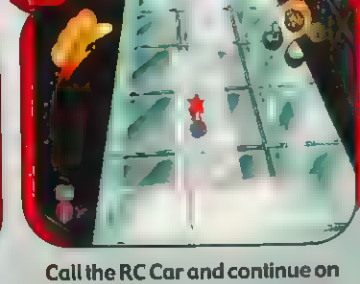
Pull out the RC and drive it through this opening and under the glass floor.



You will have to follow the RC from the glass roof above, so that you can locate the switch and park the car on top of it.



This will activate an accordion-like set of platforms. Quickly jump up them and slide down the pole, to the glass floor on the other side.



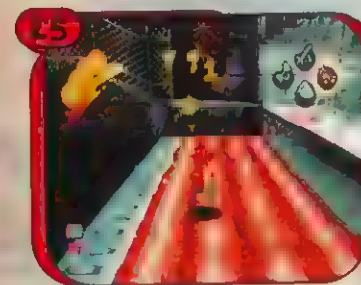
Call the RC Car and continue on (make sure you don't push the right stick button, as this will regenerate the RC Car directly next to you — if you do, or you mess up, there is another entry point here). You will have to exercise some patience in maneuvering it over the two moving platforms.



On the other side, park it on the red switch. This will activate another set of accordion platforms. Jump up them and slide down the next pole.



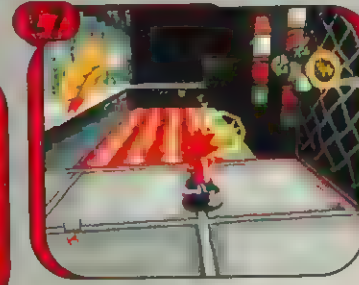
This next sequence is a doozy! Drive the RC into the slot and over the first of two switches behind the glass wall.



This will activate the first of two moving platforms. You will have to move the RC onto the second red switch to activate the next platform.



The problem is; you have to keep moving so that you make the next platform before the one you're on retracts into the wall.



Of course, you want to time it so you can snag the Specter Coin on the other side. If you miss it, turn around and use the RC Car on the second switch once more, allowing you easy access to it.



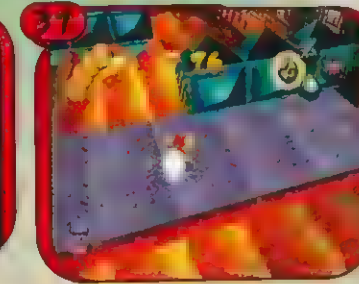
While we're over here, let's bag Urkel, Monkey #3.



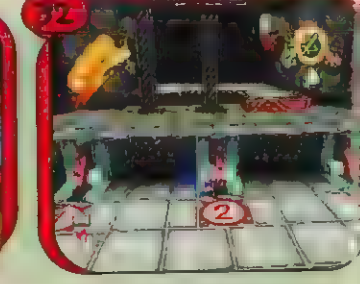
Now, call the RC Car and drive it onto the red switch next to where you bagged Urkel.



This will open the gate in front of it, allowing you to return to the room where we started this RC-fest. From here, head through the door into the prior room and go through the (now-open) 3 monkey door.



In this room, get on the metal deck to discover that it is actually a moving platform. Run along its length, collecting Gold Chips and avoiding the big, steel Spike crunchers until you are safely on the other side.



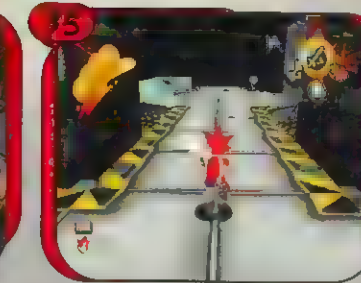
In this next area, you will find three cog-wheels that control three different platforms. The trick here is to have the Sky Flyer at the ready and hit the wheels in order: 1, 2, 3.



Then, jump on platform 1 and use the Sky Flyer to get to platforms 2 and 3, then to the top. When you arrive, make sure to grab the chips and free life floating just out of sight.



Now, it's hammer time! Run across the conveyor belt, timing the hammers so that you can pass without getting knocked off. Can't touch this!



Go through the door and you will find Reznor, Monkey #4, and what looks like a space ship floating over his head.



As you head toward Reznor, the ship will fire at you. Before you give it a chance, stop and fire the Slingback Shooter. One shot is all it takes.



Put the bag on Reznor and hit the switch next to him. This will activate an elevator that you can ride down.



This elevator carries you back to the ground floor of the room with the drawbridge. Hit the cog-wheel to activate the bridge, then quickly jump on the elevator.



At the top, don't delay when heading across the bridge (use your Sky Flyer if necessary). Once you've past it, head inside the door.



In this next area, you will be viciously attacked by a monkey at the controls of a mech unit.



The only way to defeat him is by hitting him in the back. Use the Stun Club along with the crates for protection.



It takes five hits to bring him down and release Khamo, Monkey #5.



Once he's bagged, head through the door on the other side (your path might be blocked by some still-standing boxes — just propel around them).



This next room is all about timing and avoiding the spikes that come out of the wall. Be patient and time your jumps well and it shouldn't be too difficult.



When you're safely on the other side, turn around and look around to find Vanilla S. behind a cage over the molten steel. He has an appointment with your net the second time through.



Around the corner, and up on some steel decking is Radd, Monkey #6.

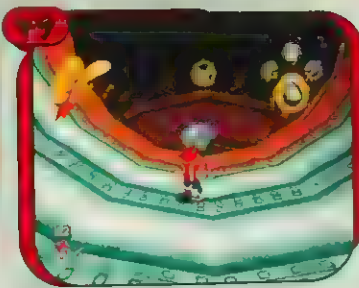




Underneath his deck is a cog-wheel. Use the Stun Club to lower the huge pipe on the other side of the decking.



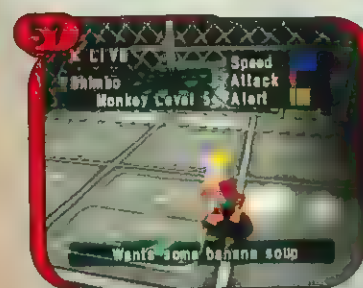
Get inside and ride it up to put the bag on that pesky little monkey.



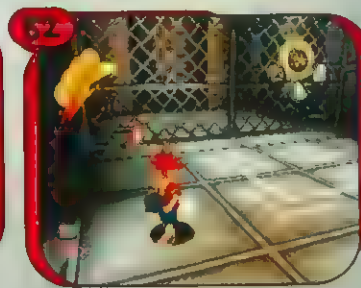
Jump back into the pipe and head to the next one to claim the second, and final, Specter Coin in the level.



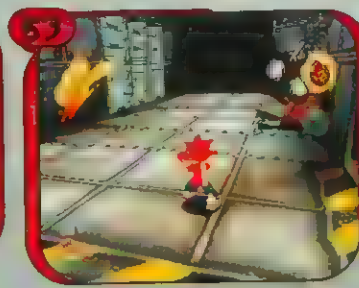
Now, drop back to Radd's platform, then to the lower level. Near the molten lava are two elevators that you can ride down to the next area.



Take care of the airborne mechanical shooters, then use the Monkey Radar to locate Shimbo, Monkey #7.



Use the RC Car to force him out of his cage, then put the clamps on him. That's it, all seven monkeys have been captured!



Level Return
When you return to the level, head back to the wheel and pipes area, where we bagged Radd.



See the part of the wall that flashes? Bring this down with the Magic Punch to expose Monkey #8, Vanilla S.



Activate the pipes, then run through them. You will find a door at the other end - go through it.



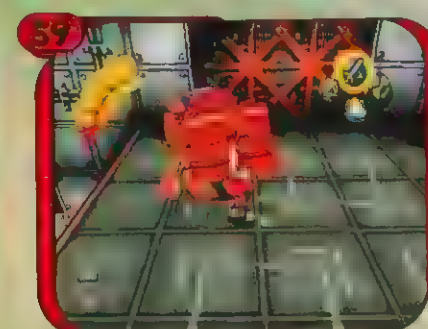
The next room is filled with conveyor belts. Use the Monkey Radar to find String - hanging out on a platform near the top of this room.



Use the Sky Flyer to get up to him, then apply the bag - String, Monkey #9 is now in it!



Now, fly over to the large, high platform across the way.



Another robo-monkey attacks. If you get low on cookies, there is a dispenser around the corner, behind some crates.

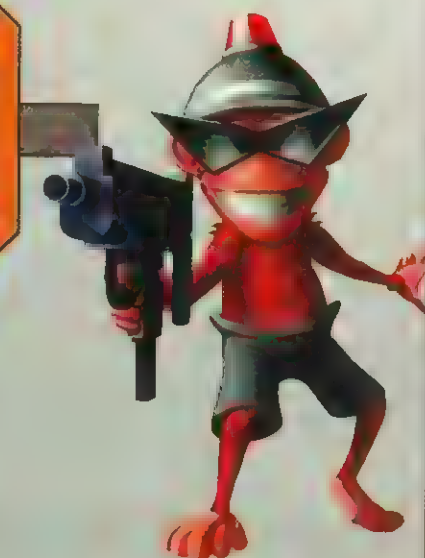
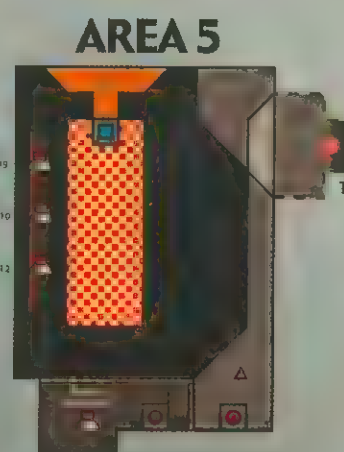
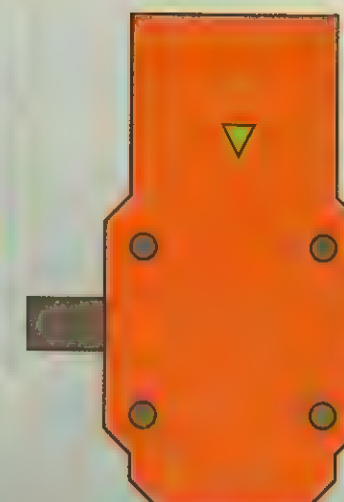
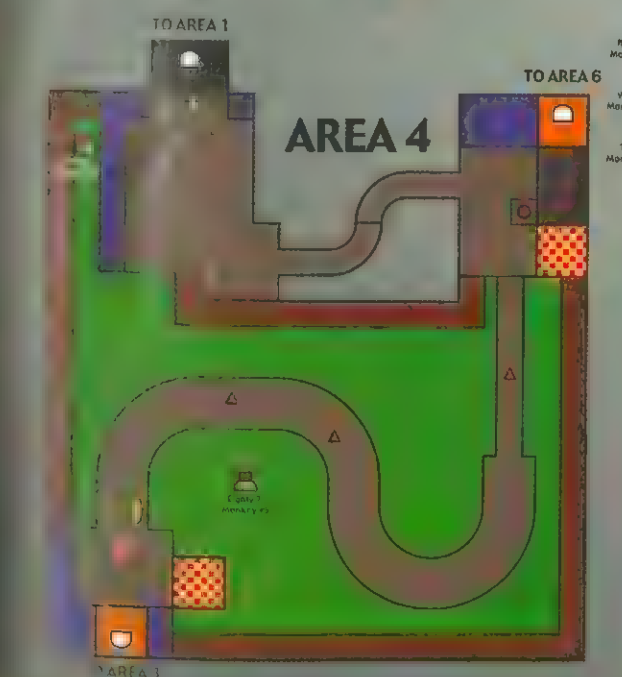
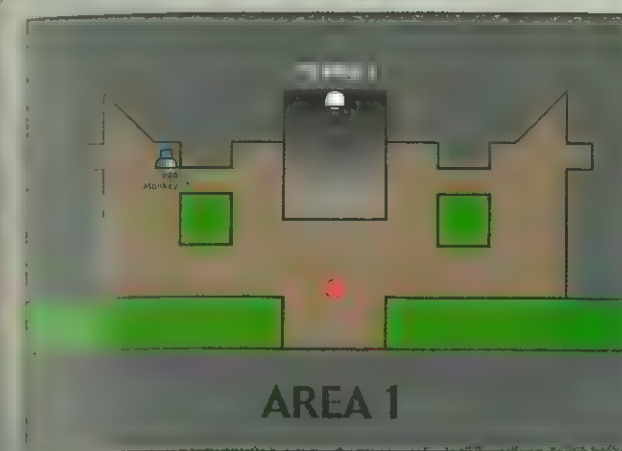


Destroy the ship and net Hurt, Monkey #10.

STAGE 6-3 FUTURAMA

TV TOWER

MONKEYS:
FIND SPECTER TO
BEAT LEVEL
12 TOTAL
SPECTER COINS: 2
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: MAGIC PUNCH



LEGEND

- ▲ = Monkey
- ▲ = Crated Monkey
- = Blue Mail Box
- = Red Mail Box
- = Area Start
- ▲ = Enemy
- ★ = Specter Coin
- = Entrance/Exit
- = Vehicle
- = Movables
- = Breakables
- = RC Car Switch
- = Red Wall Switch
- = Red Floor Switch
- = Cog Wheel 1
- = Cog Wheel 2
- = UFO Pod
- = Spring Pod



Your basic goal in this level is to find Specter. But, we'll locate all of the monkeys we can along the way. Start by entering the building in front of you.



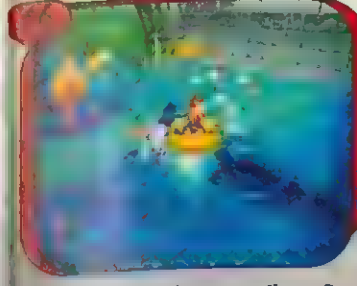
Inside, you'll find you're in a lobby of sorts, turn to the left to find **Tortuss, Monkey #1**, behind this glass reception counter.



Head straight for him and apply the net.



Now, use the Monkey Radar to locate **Manic, Monkey #2**.



Before we go there, use the raft to row over to the large pipe.



Get out on the other side and use the Slingback Shooter to knock **Charles, Monkey #4**, down to the ground where we can wrap him up.



Get back in the raft and head back toward the entrance to this area. Take the steps next to the ramp that you slid down and exit the room.



Return to the lobby of the building (where you snagged Tortuss) and, once again, go through the doors behind the red carpet.



Follow the red carpet and head through the doors.



In the next hall, locate the opening high on the left wall.



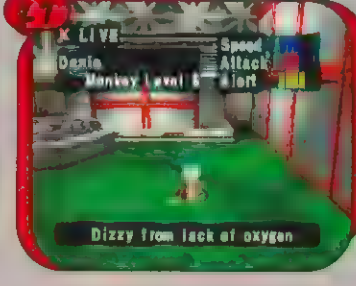
Use the Sky Flyer to get up there. Manic will be in the bag before he knows it!



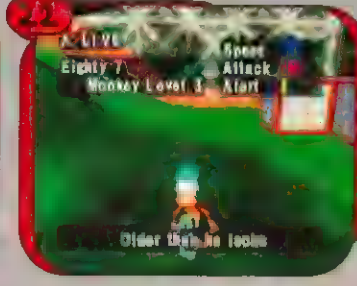
After nabbing Manic, hit the red switch, which drains the water in the previous room.



This time, instead of using the Sky Flyer to go through the opening high on the left wall, keep going around the hall and through the glass doors to the three monkey door. Head inside.



In the next room, you will find a tank. Before getting in, use the Monkey Radar to locate Danio...



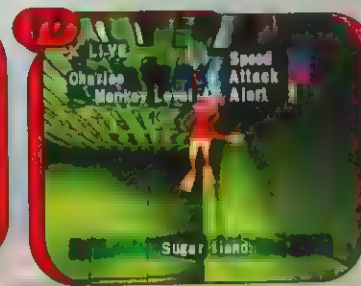
...and Eighty 7.



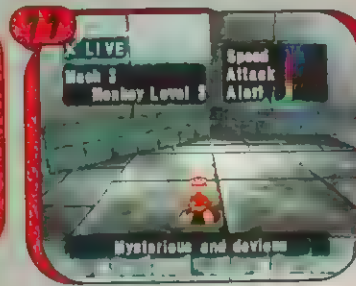
Get in the tank and position it to aim your cannons at the gray boxes with red edges. They can all be destroyed.



Head to the drained pool and drop inside of it, then head through the door at the bottom to the next area.



Equip the Monkey Radar and you will find Charles swinging from the metal floor/ceiling below.



Slide down the ramp. At the bottom, locate **Mach 3, Monkey #3**, on the other side of the water to your left.



Before we go after him, see the gold chips sitting on the pipe across the way?



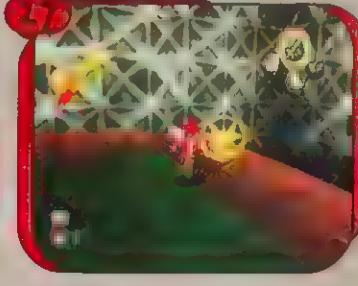
Down, to the left and off in the distance are a cluster of these boxes. One contains the second Specter Coin, and another is the hiding place for Ruptdis.



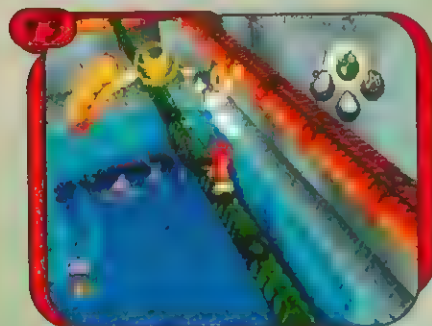
After destroying the relevant crates, get out of the tank and drop down to the grassy area below.



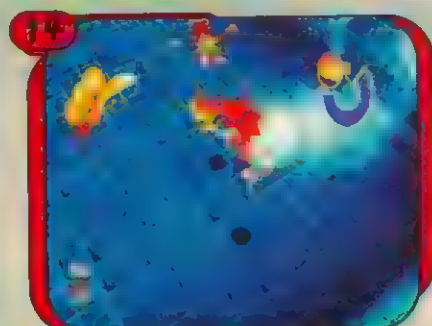
A short run through the grass and you will have **Eighty 7, Monkey #5**, and **Ruptdis, Monkey #6**, in your possession (doing so will open up the next 3 monkey door that leads to Specter).



Don't forget to grab the Specter coin while you're down here, as well.



Let's use the Sky Flyer to go up and snag them. Oh, yeah... you'll also find a sparkling Specter Coin up here.



Now, jump into the water and put the net on Mach 3.



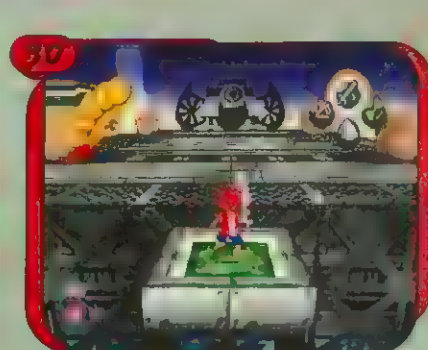
This will open the three monkey door back in the first room.



Jump back in the Tank and follow the path, shooting these baddies as you go along.



Lay waste to the blockade that obstructs the three monkey door, hop out and prepare to battle Specter (you don't need to hit the switch here, it just activates the elevator next to it).



We find ourselves on the roof of this TV Tower. Hop onto the green platform in front of you and coast over to confront that evil monkey.



Specter is waiting for you in a huge ship. He will fly around and begin by firing rockets at you. Simply run in circles to avoid them.



Then, he sends a barrage of deadly UFOs your way. Run where they ain't (when they turn red, they blow, harming you if you're in the blast's vicinity).



He'll also fire a burst of napalm from time-to-time. Run to the opposite side of it, avoiding the stream, and jump if you have to.



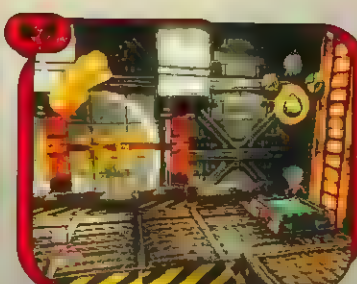
Right after this, he will expose a green button at the ship's front - sort of like a cycloptic eye. Use the Slingback Shooter, along with your explosive flash bullets, and fire into it. Five of these hits is all it takes.



Throw the switch to get a platform to move on the other side.



Then, return across the pipe and head up at the red arrows.



You will find yourself at a steel elevator with a red switch on it. If you aren't standing on the switch, it will descend. If you stand on it, it will return to its original position.



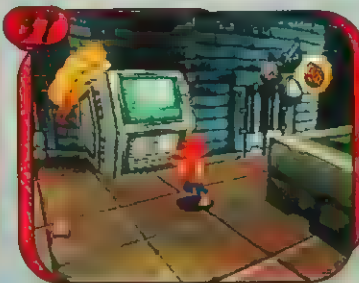
To make matters worse, these huge, industrial fans will blow you off to your death, not a pretty thought.



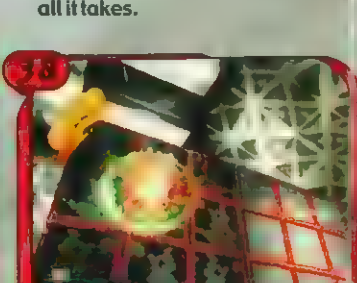
After you hit the 'eye', a couple of times, Specter adds a huge bomb to his evil repertoire. He will also expose the green eye a little more.



After a few more eye pokers, this fight will be done and you will have accomplished the basic objectives of the level and can move on. Alas, Specter is still able to elude capture. Drat!



Level Return
When you return to the level, begin by pulling out the Monkey Radar to discover that there is **Fredo, Monkey #7** in this crate. Use the Magic Punch to break him out.



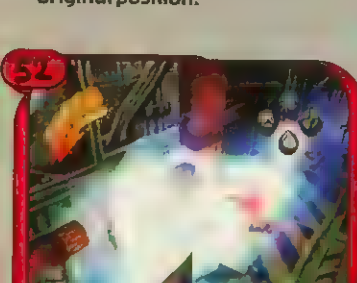
Now, head to the tank area. Jump back up and get in the tank. When you get to the top and are blocked by crates, use the cannon to get rid of them.



Here's the deal: Arm your Time Net and hop on the elevator, causing it to lower.



Maneuver around so that you're in the middle of the elevator and as far back against the wall as possible (careful, not too far or you'll fall off).



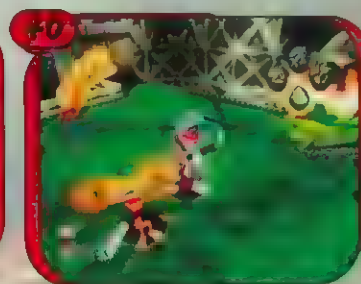
Track a monkey's movement and, when it climbs next to you, swipe it with your net. Bye-bye Roosta and Whack (each time you nab a monkey, run back to the switch and take a breather).



Now that you've harnessed those two trouble makers, the large, blue grill will open, revealing a secret room and another pesky ape.



Destroy the crates that block your path to expose **Danlo, Monkey #8**. A few cannon blasts will take care of him and his gunnery station.



Then, you can apply the net to him and he's in the bag.



You can also use the tank's cannon to blast open the secret entrance behind Danlo's gunnery station.



Inside, it's a monkey-fest, with **Roosta, Monkey #9**...



First, hop off the elevator and shoot at the red target, which is actually a glass barrier blocking you from getting into the room.



Now that it's out of the way, ride the elevator once more and double jump into the room before you're blown off.



Inside, bag **Frostee, Monkey #11**, who was at the controls operating the fans.



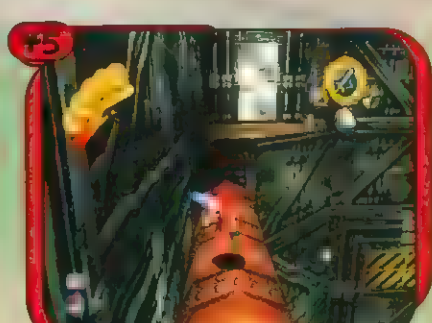
...and **Whack, Monkey #10**, monkey-ing around.



Tellis is lying about down below.



Run across the pipe to your left and smash the glass that protects the red switch.



Now, turn your attention to the consoles behind where Frostee was sitting and smash 'em with your Stun Club. This will shut down the industrial fans.

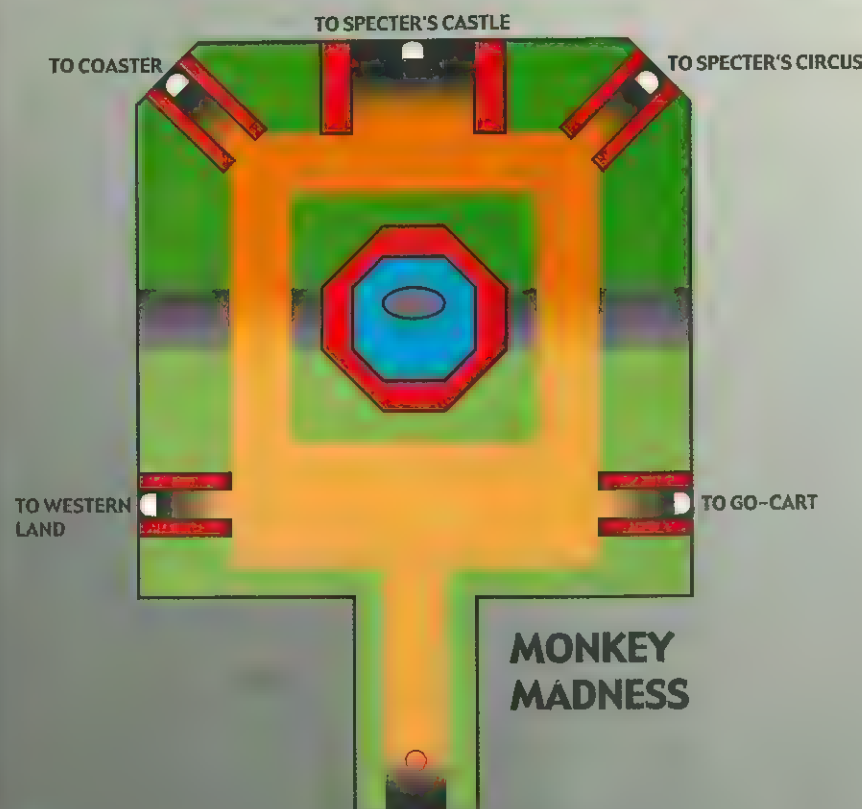


Don't try and propel down to Tellis outside and below, those fans still have a little juice. Instead, hit the switch in the corner of the room (which opens this door) and make your way up and back around to the elevator.



Ride the elevator once more, all the way to the bottom, and bag **Tellis, Monkey #12**. It's 100% level completion!

MONKEY MADNESS



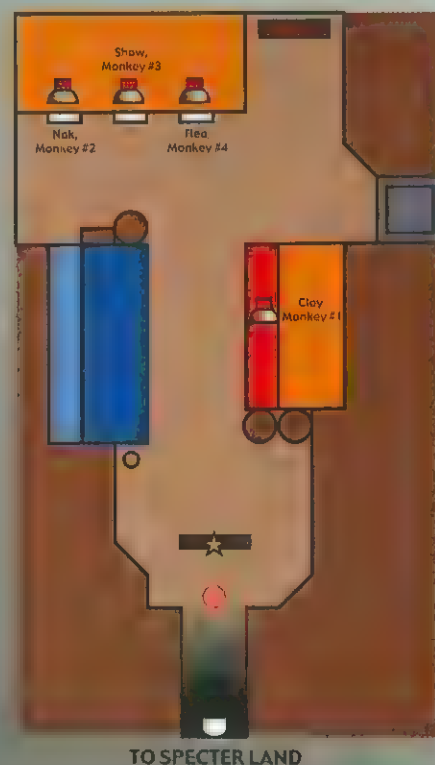
MONKEYS:
FIND SPECTER TO
BEAT LEVEL
24 TOTAL
SPECTER COINS: 10
NEW GADGET: MAGIC
PUNCH
ADDITIONAL GADGETS
REQUIRED: NONE

LEGEND

	= Monkey		= Movables
	= Crated Monkey		= Breakables
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad

MONKEY
MADNESS

WESTERN LAND

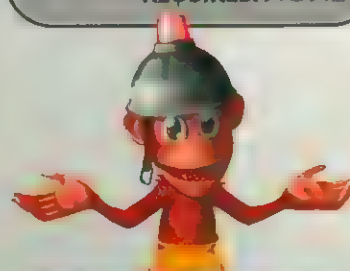


MONKEYS:
4 TOTAL
SPECTER COINS: 1
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: NONE

LEGEND

	= Monkey		= Movables
	= Crated Monkey		= Breakables
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad

TO SPECTER LAND



SPECTER'S CIRCUS



Your primary goal in this huge level is to defeat Specter. In order to accomplish this there are a number of areas in the theme park that we must visit first. Let's begin by taking a trip to Western Land.



They will all fire on you. So, once they hit the ground, jump while chasing them to avoid getting hit.



Western Land features a group of hostile monkeys (Cloy, Monkey #1, Nak, Monkey #2, Shaw, Monkey #3, Flea, Monkey #4) and one Specter Coin. Let's take care of Cloy first. He is on the roof to your right as you enter the level. Use the Slingback Shooter to knock him off the roof, then bag him.



Now, one at a time, use the Slingback Shooter to knock the other three out of their windows at the lovely Western Hotel.



Of course, you'll want to nab the Specter Coin before you finish them off. It's a short Sky Flyer ride from the roof of the "Day Goods" shop, to the horns above the Western Land entrance.

LEGEND

	= Monkey		= Movables
	= Crated Monkey		= Breakables
	= Blue Mail Box		= RC Car Switch
	= Red Mail Box		= Red Wall Switch
	= Area Start		= Red Floor Switch
	= Enemy		= Cog Wheel 1
	= Specter Coin		= Cog Wheel 2
	= Entrance/Exit		= UFO Pod
	= Vehicle		= Spring Pad

TO SPECTER LAND

SPECTER'S CIRCUS





Once you've completed Western Land, we need to save the Professor (at the Specter Circus) and Natalie (at the Coaster) in order to open up the Go-Cart area. Let's begin by rescuing the professor at Specter Circus.



Inside the Circus, you'll run into the Professor. After talking to him, head to the right. You will immediately come to a sequence of two springboard platforms. These are trickier than they look. Just jump to the first and keep pushing to the right until you land on safe ground.



As soon as you land, move forward a bit, quickly pull out your Slingback Shooter and take care of the two killer balloons that will home in on you and explode on impact (knocking you off the path and to your death if you're not far enough in).



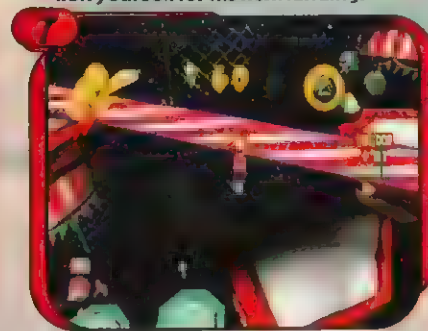
After clearing both platforms and landing safely on the other side, jump on the next group of four. To clear these four with minimum hassle, use the Sky Flyer after each jump to position yourself for his next landing.



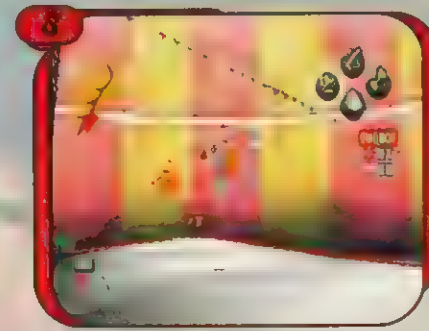
Same deal again when you get to the other side. Shoot the killer balloon from a safe distance and before it can get a bead on you.



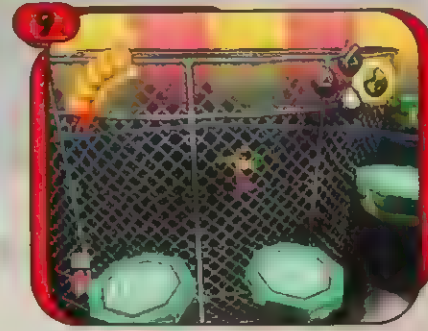
On this platform, you will be right behind the 'Specter' sign and two more balloons will attack. After taking care of them, use the Sky Flyer to get up to the next level.



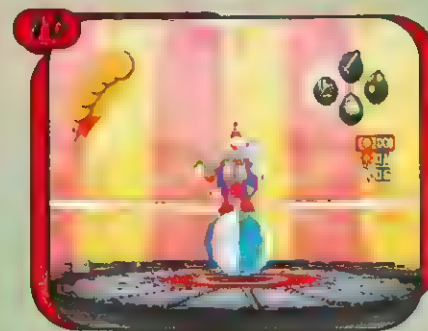
Quickly try to pop the attacking balloon, then grab ahold of the candy-striped bar and swing across to the other side.



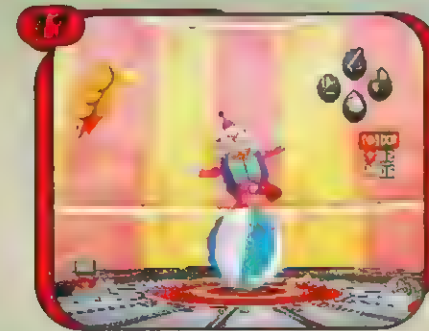
Take a moment's rest, then continue on and across the next bar. Quickly shoot the balloons when you get to the other end.



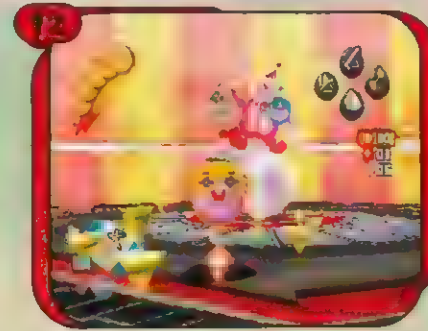
Now, it's a series of four bouncy platforms (use the Sky Flyer) up to the top, where you'll encounter a killer clown.



This clown is a nasty, explosive, balloon-throwing bugger. It's going to be a brutal fight.



Use your Slingback Shooter and start shooting. Aim for him (use your stronger ammo first) and shoot at his body.



At first, he starts with three balloons hovering around his body, stand your ground and shoot them when they home in on you.



In between shooting them, try and get a few hits on his body. After a couple of hits, he will start throwing more balloons at you.



Keep it up and eventually he'll keel over, creating a hole at the top of the giant cage that is jail to the Professor. Pull out the Sky Flyer and gently drop to the cage floor below.



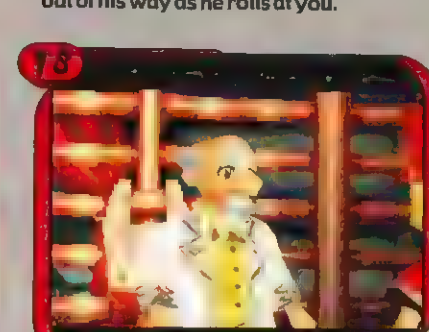
Round two with the clown is about to begin. This time around, he will quickly roll directly for you. Double jump and run out of his way as he rolls at you.



His roll will smash him into the sides of the cage — temporarily stunning him in the process. Now's your chance! Quickly run over to his rotund body and swack him with your Stun Club.



As soon as he's hit, high-tail it out of there and get ready to repeat the process.



After a few Stun Clubbings, the evil clown will be dead and the Professor will be free.



COASTER

MONKEYS:
5 TOTAL
SPECTER COINS: 3
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: NONE

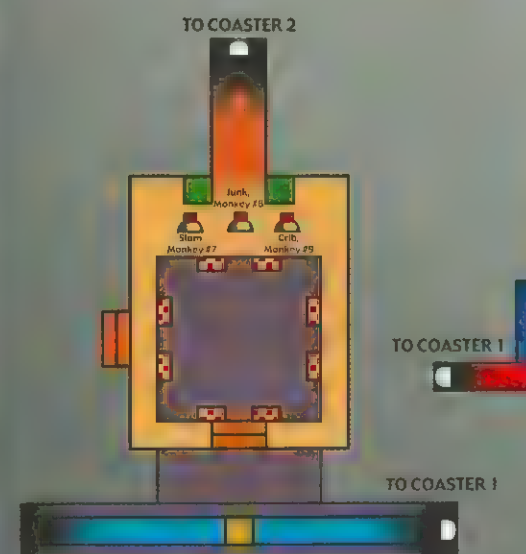


TO SPECTER LAND

COASTER 2



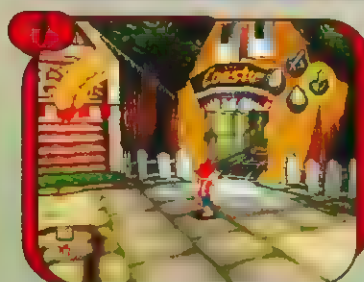
TO COASTER 3



COASTER 3

LEGEND

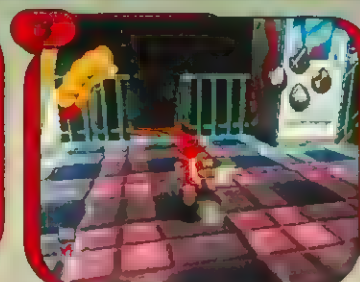
- Monkey
- Crated Monkey
- Blue Mail Box
- Red Mail Box
- Area Start
- Enemy
- Specter Coin
- Entrance/Exit
- Vehicle
- Movables
- Breakables
- RC Car Switch
- Red Wall Switch
- Red Floor Switch
- Cog Wheel 1
- Cog Wheel 2
- UFO Pod
- Spring Pad



It's time to head for a ride on the Coaster.



Once you are inside the Coaster level, you have a choice; you can either ride the coaster by taking the stairs to the right...



...or head straight and down the stairs immediately in front of you.



Let's go straight **Goopo, Monkey #5**, lives down there. He seems like the arcades... what a cool little monkey!



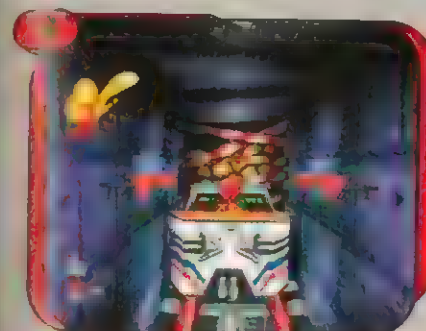
A short little jaunt, aided by the use of the Sky Flyer, and we will come to Goopo and his little hidden arcade. We'll teach him not to share his tokens!



Now, return up the stairs and get ready to ride the Coaster!



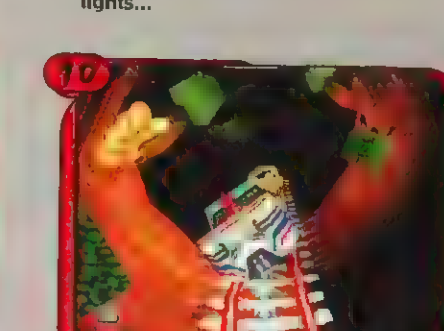
The Coaster ride is all about jumping (using the R1 button). The rest of the ride is automatic. Basically, you want to jump when you see one of these skull obstacles with the flashing red lights...



...or when you see the ! signs on the side of the track.



Of course, you also want to jump to nab gold chips, health cookies and free lives.



Stay on the ground here for Specter Coin #2...



...and jump here for Specter Coin #3...



After a few segments, the Coaster will come to a stop and you can jump off.



Head up the stairs and pull out the Monkey Radar to find **Porto, Monkey #6**. We'll see him, up close and personal, in just a few moments.



Once inside the door, you will find the always-irritating Natalie. She wants to be rescued and you are already taking too much time.



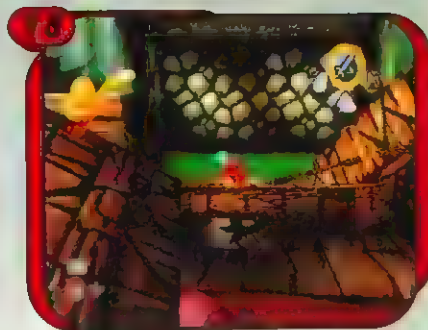
After tolerating her, head through the next set of wood doors and hug the right wall. You don't want that huge knife to crack you on the head, do you?



After the knife, you will be attacked by some ghosts coming from the fireplace. You can either use your Stun Club or just run past them, into the next room.



Once you arrive in the next room, quickly use your Stun Club to send this ghost back to the underworld by breaking the vase he comes out of.



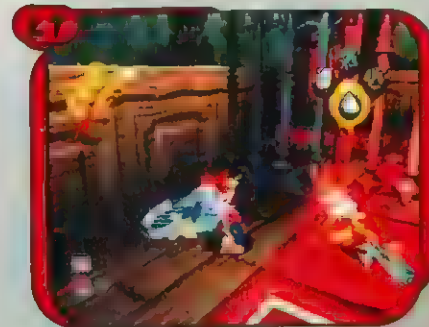
This wood wall the vase was in front of can and should be broken. Smack it with your Stun Club a few times and you'll reveal a hidden passage — Spooky!



There are more vases and ghosts to take care of in here. Do your thing and head up the stairs.



At the top of the stairs are two more vases. After taking care of them and picking up the chips on the narrow path, drop into the cage at the end.



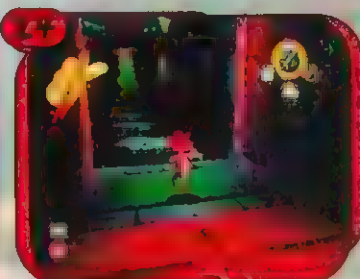
Hello Porto, let me show you my Time Net!



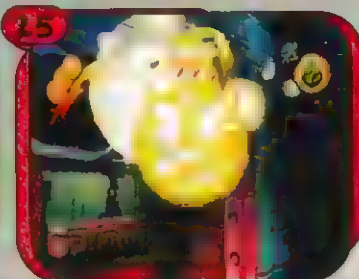
Now, hit the two floor switches to: (1) activate some secret platforms on the other side of the cage...



...and (2) open the gate so you can get out of the cage.



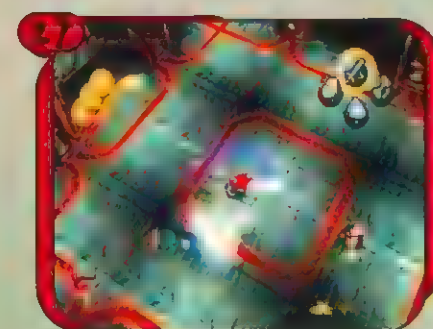
Once you leave the cage, run around the corner to where you broke through the wood panel. Opposite the panel are a pair of steel doors that lead to the secret platforms that we just activated.



Just before you tackle the platforms, equip the Sky Flyer and fly straight up to nab Specter Coin #4.



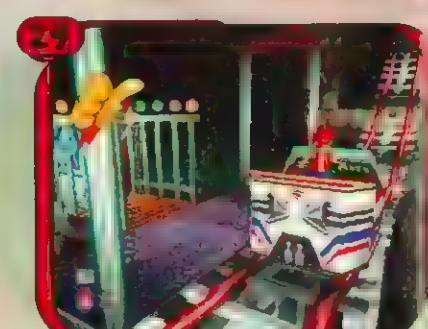
Cross the platforms to find Natalie suspended over an area with a number of coffins and three naughty monkeys.



You will have to drop down and nab the beasts. But, be careful; they hide in the coffins and, each time one comes out, a ghost comes with it.



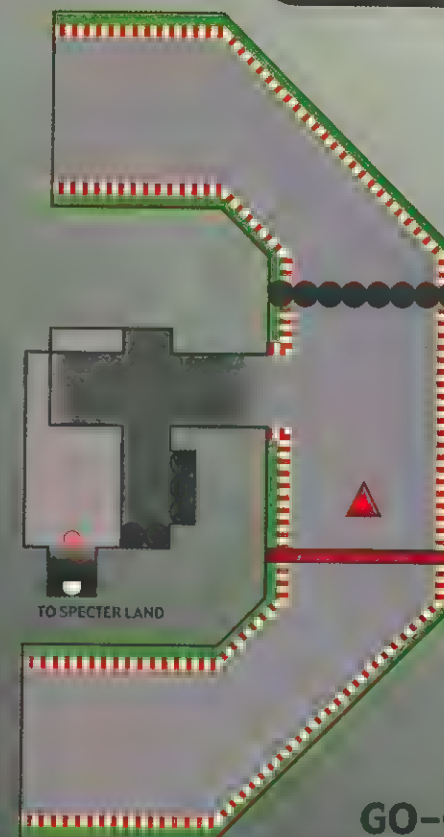
Your best bet is to wait in the middle square, wait for the monkeys to appear and nail the monkeys, one by one. They are, by name: **Slam, Monkey #7, Junk, Monkey #8, and Crib, Monkey #9.**



After nabbing all three of them, Natalie will start whining again. Just when you think you've had all that you can take, she disappears?! Oh, well... get in the Coaster and return to the main part of Specter Land.

STAGE 7 SPECTER LAND

GO-CART



LEGEND	
▲ = Monkey	■ = Movables
▲ = Crated Monkey	■ = Breakables
■ = Blue Mail Box	■ = RC Car Switch
■ = Red Mail Box	■ = Red Wall Switch
● = Area Start	■ = Red Floor Switch
▲ = Enemy	■ = Cog Wheel 1
★ = Specter Coin	■ = Cog Wheel 2
○ = Entrance/Exit	● = UFO Pod
● = Vehicle	■ = Spring Pad



MONKEYS: NONE
SPECTER COINS: 0
NEW GADGET: NONE
ADDITIONAL GADGETS REQUIRED: NONE



Specter tells you that Jake is waiting for you in the Go-Cart area. Let's head over there and find him.



Here's the scoop; Jake (who is under Specter's mind control) gets into a big Go-Cart and tries to ram into you. But, before he does that, he releases a number of RC cars that try to hit you.



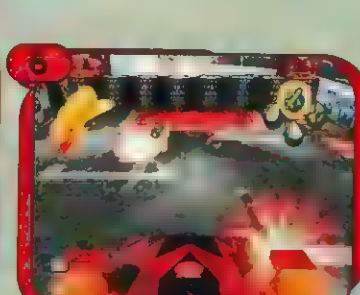
You need simply to avoid the small RC's.



If you stay in the outlined area (which is initially red, but will turn green when you are inside it), you will be spared Jake's barrage of rockets. Instead, he will go in straight for the ram. Run out of the way as soon as Jake rev's up his machine to smash you.



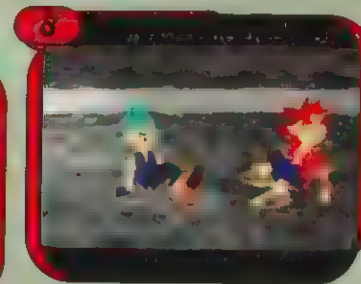
When Jake's car hits the wall of tires, run up to the back end of the car and use the Stun Club to take a whack at the green light on the rear bumper.



If you get stuck outside the red/green area, simply run from one end of the area to the next, in order to avoid the rockets.



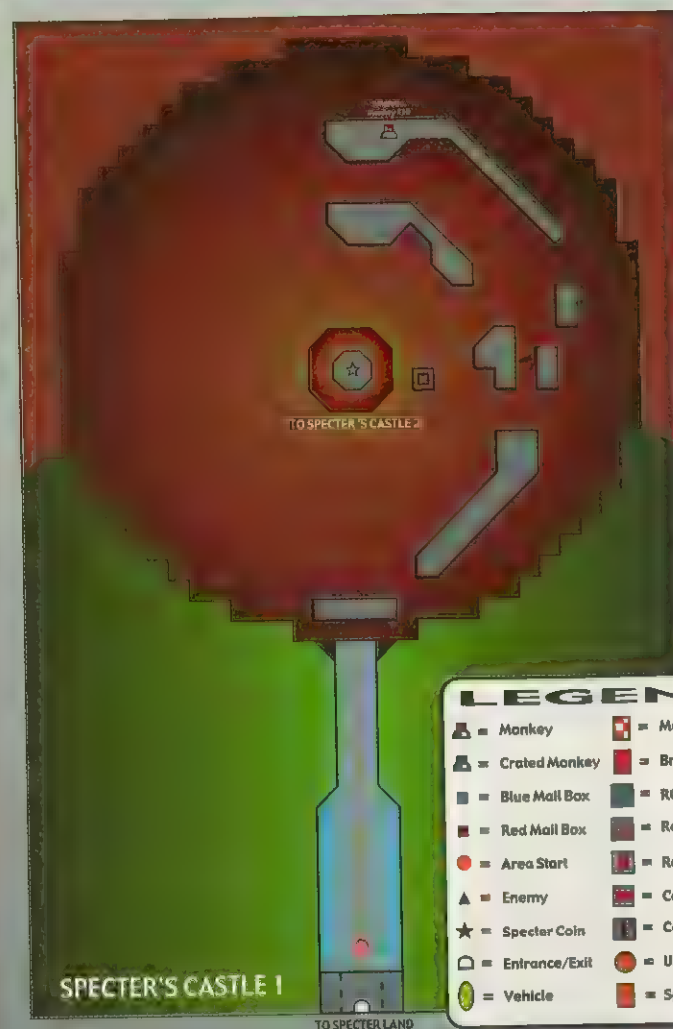
Repeat these steps five times and you will defeat Jake.



Once you do, you will free him from Specter's mind control and bring him back to the side of goodness and light. Specter appears once again to invite you to visit his castle (in the middle of Specter Land).

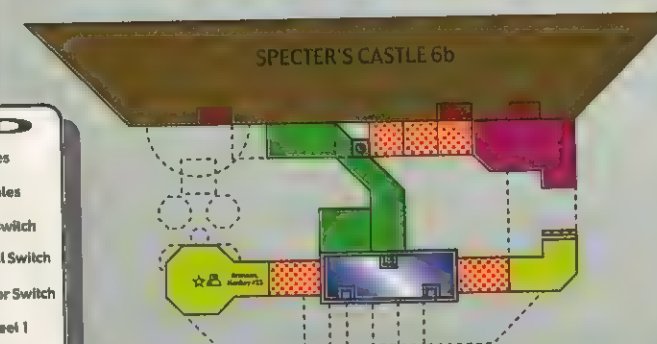
SPECTER'S CASTLE

MONKEYS:
15 TOTAL
SPECTER COINS: 6
NEW GADGET: MAGIC
PUNCH
ADDITIONAL GADGETS
REQUIRED: NONE

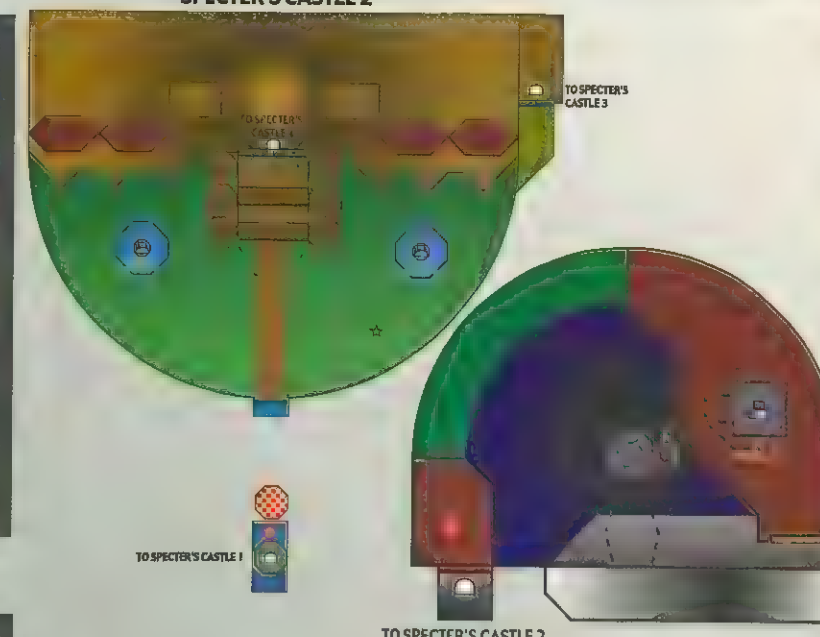


LEGEND

- | | |
|-------------------|----------------------|
| ▲ = Monkey | ■ = Movable |
| ▲ = Crated Monkey | ■ = Breakable |
| ■ = Blue Mail Box | ■ = RC Car Switch |
| ■ = Red Mail Box | ■ = Red Wall Switch |
| ● = Area Start | ■ = Red Floor Switch |
| ▲ = Enemy | ■ = Cog Wheel 1 |
| ★ = Specter Coin | ■ = Cog Wheel 2 |
| □ = Entrance/Exit | ● = UFO Pod |
| ○ = Vehicle | ■ = Spring Pad |

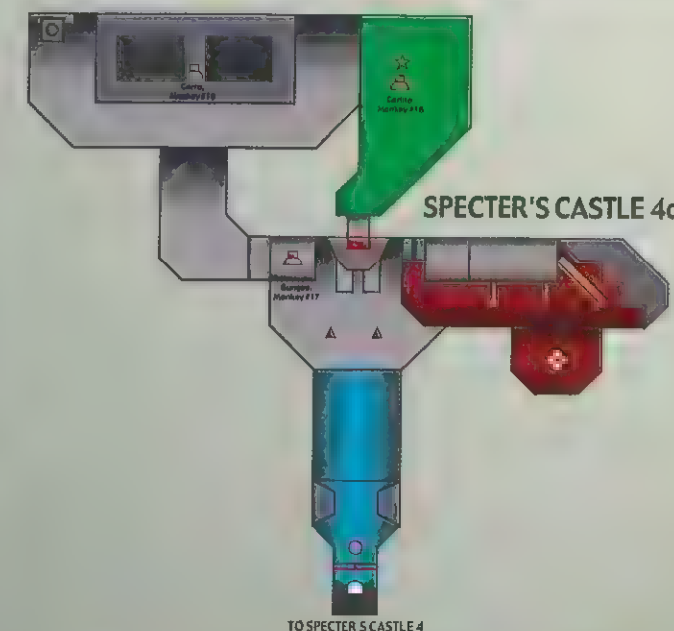


SPECTER'S CASTLE 2



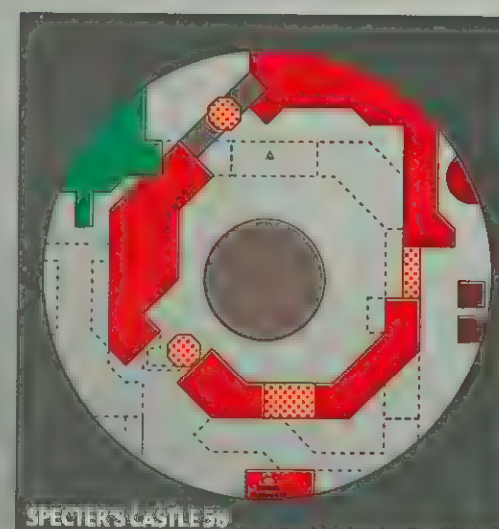
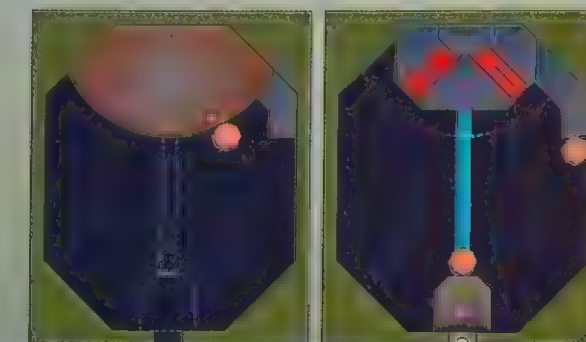
TO SPECTER'S CASTLE 2

SPECTER'S CASTLE 3



7b

7a





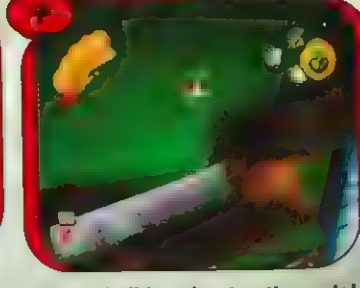
Let's get ready for the final battle. Head through the gate, into Specter's castle!



Once you move through the entrance, you will come to realize that Specter's castle is a floating island!



Head straight through the hallway and out onto the metal platform. Equip the Monkey Radar to find **Schafette, Monkey #10**.



He is skulking about on the metal platforms that litter the hills in this area to the right. Use the Sky Flyer to float down.



At the top, look around to find a red switch with Specter Coin #7 floating above it.



Use your trusty Slingback Shooter to hit the switch, activating a floor gate below.



Then, use the Sky Flyer to float over to the Specter Coin and snag it.



Now, use the SF to float down to the now-open floor gate...



Continue to use the Sky Flyer and the Monkey Radar to track down the critter.



After you bag him, take a look around to find Specter Coin #5 (it's down below a bit). Use the Sky Flyer to float down and snag it.



It is on top of some sort of tower. Drop to the ground and hit the red switch next to the tower. The tower will open, revealing a secret warp to Specter's castle.



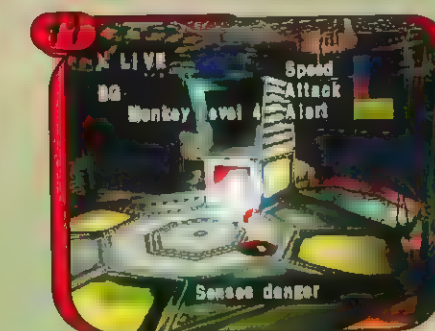
Once you go through the warp, it's a short moving platform ride to the outside grounds of the castle.



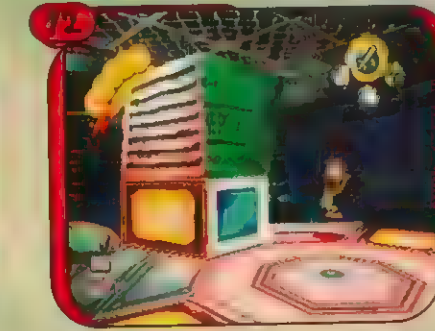
The first order of business is to snag Specter Coin #6, off to the right side of the grassy area.



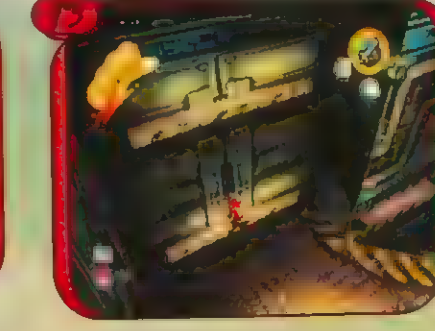
Follow the line of gold chips along the right side of the castle and enter the right side door.



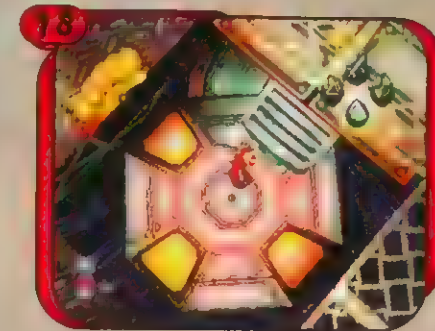
Once inside, activate the Monkey Radar to find **BG, Monkey #11**.



Moving down the ramp a bit will cause BG to realize that you are in the building, so he does what any bad little monkey would do and hits the "Emergency" switch.



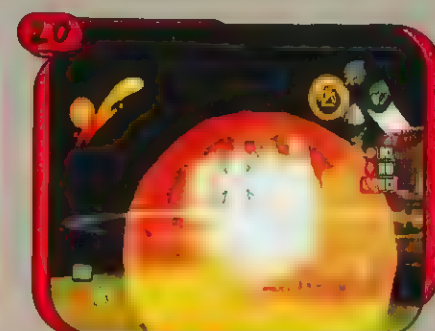
Once he does that, head down the remainder of the ramp and find these, narrow, yellow and black platforms (watch out for the large fan blades to the right). Use the Sky Flyer to get up them.



...and drop down below to put the net to BG. Return outside.



Once outside, **Laura, Monkey #12**, will take off in her space ship. A couple of blows with the Stun Club (or shots from your Slingback Shooter) will weaken her resolve.



On the other side of the grassy area, **Donovan, Monkey #13**, will hover in his craft. Monkey see, monkey do. Bag him!



By snagging Donovan and Laura, you will open the main gates to the castle. Here we go!



Once inside, equip the Monkey Radar to find that there is a monkey hiding in a near-indestructible crate on the left side of this first room. Since we don't yet have the Magic Punch, we'll have to come back for him.



For now, use the Monkey Radar to the right in order to set your sights on that pool shark, **Gordo, Monkey #14**...



...and head through the door on the right.



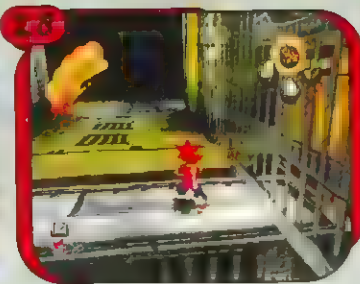
Once you arrive in the next room, use the Monkey Radar once again to locate **Raeski, Monkey #15**. We'll be seeing him again briefly.



Now, activate the RC Car and drive it through the small opening.



The key to this little puzzle is to walk onto the moving platform and drive the RC Car onto it at the same time.



When the platform reaches the other side, be patient and simply drive the RC Car off of it. Wait for the next time it passes to move off of it.



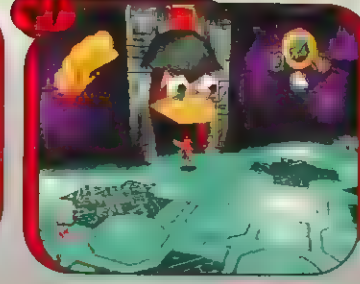
Once you're safe on the other side, move the RC Car over the red floor switch, opening the gate in front of you, and head into the room.



Gordo is waiting for you. Monkey in the corner pocket!



In the next room, there are purple stairs that lead to an electrified opening that we can not yet go through...



...and an exit through the monkey's mouth. Head through the head.



In the next room, you will find another big monkey head. Take a right in front of the head (there is a ramp to the right of it) and drop down the opening in the floor at the end.



In this bottom area, you will find a cog-wheel that controls the monkey's eyes on the head above.



Now, leave the Gordo area and get ready to put the bag on Raeski. He's just around the corner.



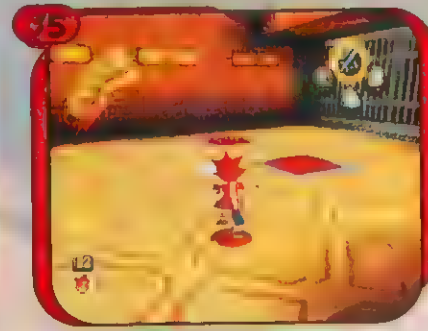
This area dead-ends, so you will have to return across the moving platform to the first room in the castle (make sure to pick up the goodies in this alcove along the way).



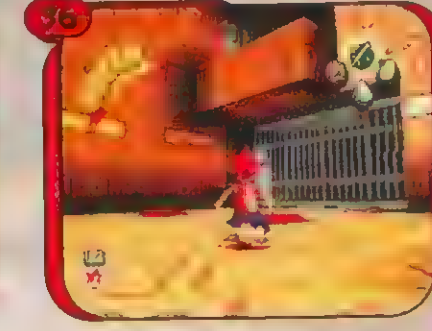
Now, head up the red carpet ramp and up the stairs, to the left of Specter's huge portrait.



Pull out the Monkey Radar to locate Poo-Pie. Then, go through the door into the next room.



This room features two red switches on the floor...



...and Poo-Pie on a deck above.



There is also a red wall switch next to the steel gate. Hit the switch to open a door on the other side of the gate - we will come back to it.



Now, for the two floor switches. Park the RC Car on one, then stand on the other.



The problem is; you won't have enough time to run through the now-open door. Equip the Dash Hoop and head on through.



What you want to do here is use the Stun Club to crank the wheel, drawing the eyes out to their full, open position.



Then, run through the gates...



...and hit the rubber screen at the end.



Keeping your momentum, quickly jump onto the bouncy platform and up to the main floor.



Equip the Sky Flyer as you run up the ramp toward the monkey head, then jump and float onto the monkey's extended eyes...



...then over to the platform across the way (be careful, it's possible to fall between the two). If you're too slow or miss the jumps, you will have to try again.



Once you are safely on the other side, turn and find the red glass "siren" on the monkey's head.



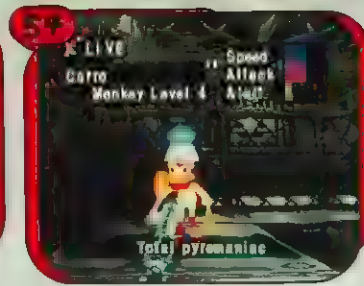
Use the Slingback Shooter to break the glass (it will take a few shots with your normal bullets).



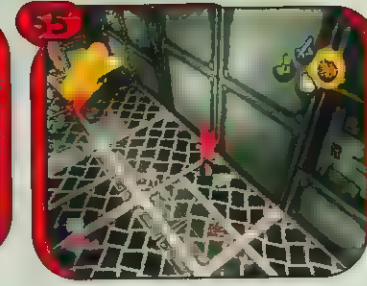
Then, use the Sky Flyer to float over and enter the secret room. Here, you will find **Carlito, Monkey #16**, as well as a free life, gold chips and Specter Coin #8.



Return out of the secret room and float back over to the platform on the right. Around the corner, you will find **Bungee, Monkey #17**, outside the floor cage. Get over there and bag him!



Next, pull out the Monkey Radar and you'll spy **Carro, Monkey #18**, inside the cage.



Now it's time to turn your attention to the little guy in the cage. It's kind of tricky flushing him out with the RC Car. You may die once or twice, but be patient.



Once you have him out in the open, don't pounce on him immediately. Let him get a little space between himself and the cage, then go for it — that son of a monkey's uncle is in the bag!



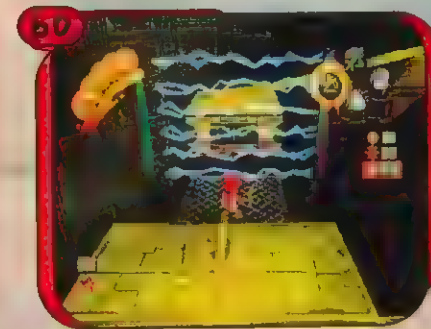
Now, use your Stun Club to hit the red wall switch, deactivating the force field at the top of the purple stairs. Return to the stairs.



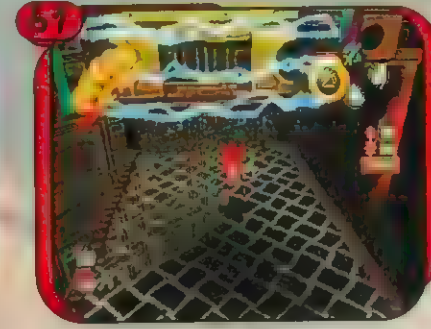
Head up the stairs and through the opening to the next area. Once there, equip the Monkey Radar to find Shine (afterwards, use your Slingback Shooter to break open the glass casing which holds a free life).



Head up the yellow ramp and you will be attacked by a flying robot. He can't be hurt by your normal bullets so, unless you have a stockpile of explosive or guided ammo, run past him while dodging his shots.



Continue up and you will come to a moving force field. Simply drop into its pit when it is away from you...



...then run under it and jump and climb out on the other side.



Now, use the Monkey Radar to locate **Teacup, Monkey #19**, then continue up the ramp.



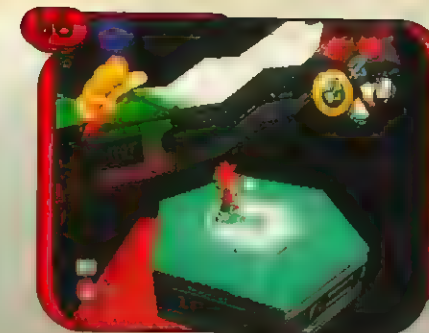
Slowly walk up the VERY narrow part.



On the other side is a bouncy platform and another flying robot.



Continue on. At the top of this red area, you will find Teacup on an alcove across from a treadmill walkway. Use the Sky Flyer to propel over and bag him.



Now, fly back over and continue up. Ride the moving platform to the metallic ramp area on the other side.



At the top of the ramp is another moving force field, and a flying robot... do what you have to do and move on.



Shine, Monkey #20, is dead-ahead. Of course, so are the flying robots.



Now, just exit through the doors at the top of the area.



Our first order of business outside, after taking care of the floating bad-dies, is to jump across this series of three green, rotating barrels. Use the Sky Flyer to make things a little easier.



Next is a series of spring platforms and a swinging ball and chain. Time your first jump so you are moving to the left and the ball and chain have just passed you.



It's two more jumps over the ball and chain to the purple platform on the other side.



Once there, use the Sky Flyer to get up to the next area.



Oh, you might want to use the Monkey Radar to locate Bronson...



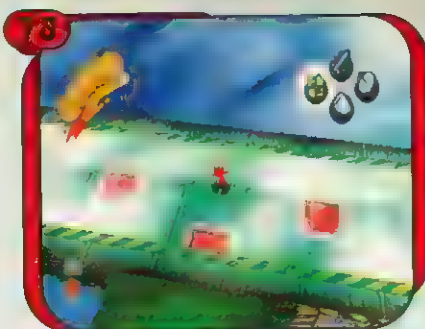
...and Wrench.



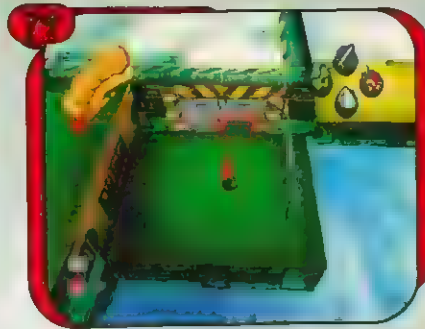
Wrench, Monkey #21, is right across from the platform on which you currently reside.



Use the Sky Flyer to get over to him (stopping to collect the chips on the platform in-between) and put him out of commission. Return back across the two platforms that you traveled to get here.



Next, you will arrive at a huge platform with a glass ceiling/floor and three red floor switches.



See the little opening at the wall in the pit below? You know what to do; use the RC Car and drive through it.



Now, walk onto the glass floor/ceiling and move the RC Car onto the middle switch, causing the glass platform to rise.



Look around to your right to find **Bronson**, **Monkey #22**, and **Specter Coin #9**. Run and jump, then use the Sky Flyer to fly up to their platform.



Put Bronson in the bag and snag the coin. Then, return to the glass platform.



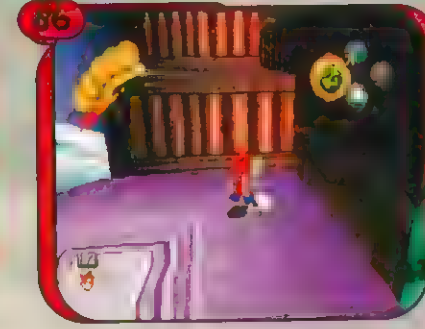
Activate the Sky Flyer again and float to the next platform on the left side of the glass platform.



On this platform, ride the steel bar and jump off on the other side.



Now, equip the Slingback Shooter and look around. Find the red switch above and shoot it.



This will start a series of three platforms directly in front of you moving in and out of the wall on the right.



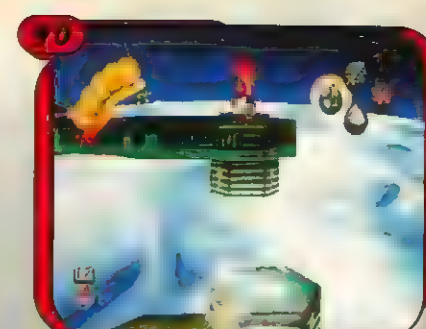
Equip the Sky Flyer as a precaution and quickly double jump up the platforms. Do not hesitate, or you will be knocked down below.



If you are, use the Sky Flyer to minimize the time damage. With it, you can land back at the glass platform (or the green one below it), as opposed to either dying or starting near the beginning of this area.



Once you are safely on the red platform above, carefully negotiate the thin walkway in front of you.



Now, run and jump across the two moving, bouncy platforms. Wait for the first one to return to the middle before taking off.



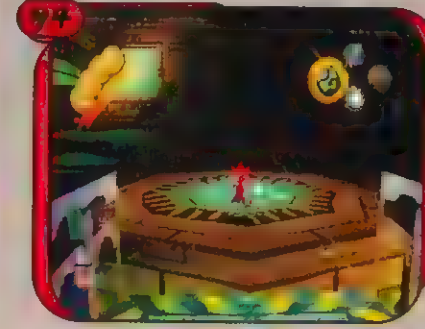
Once on the other side, you will encounter a couple of flying baddies, two cog-wheels and a blue disc floating in the air.



Use the wheels to control a paddle and play a little game of "Pong." The basic idea is that you want to temporarily trap the disc on your paddle. You can only do this by using your Stun Club to move the paddle in the proper position.



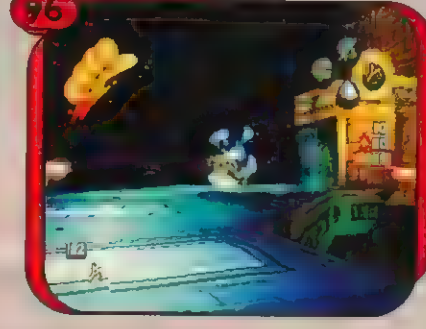
Once you've secured the disc on the paddle, release the wheel and quickly run and double-jump onto the disc. You won't have much time, it starts back on its path without hesitation.



Jump off the disc, onto the platform on the other side, then take a quick ride on the next moving platform.



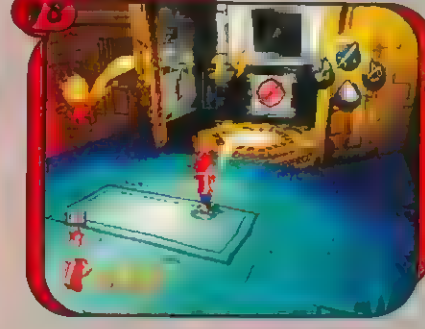
Jump off, then head toward the area exit.



Of course, you are not going to get out without a fight. A robot appears that attacks relentlessly. Stay as far away from it as possible, and use your best Slingback Shooter ammo — normal just won't cut it. If you keep away, it won't be able to hurt you much.



If you run out, go in and whop him with your Stun Club.



Once it is defeated, a door will open up, allowing you to hit a switch that opens up a secret area behind the Specter portrait.



The platform you're on will now escort you back inside Specter's fortress, sit back and enjoy the ride while you can.



When your platform ride is through, you will find that you are back in that dead-end hallway where you found Raeski.



But, thanks to the switch you threw at the gate, in the two floor switch room where you used the Dash Hoop, it isn't a dead-end any longer. Take a right and head past the glass wall on your right.



You will find the door open at the end of the hall and a warp on the ground that will lead us up to **Poo-Pie, Monkey #23**.



You can also find Specter Coin #10 (the final one) and a free life up in this area.



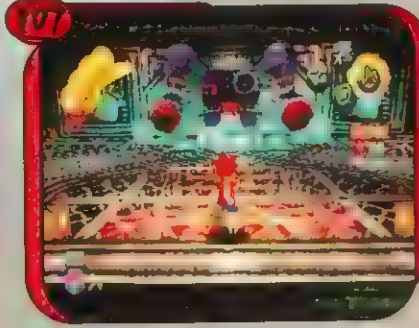
Put the bag on Poo-Pie...



...and head back to the original room in the castle. It's time to go through that Specter portrait and take on the bad, bad monkey.



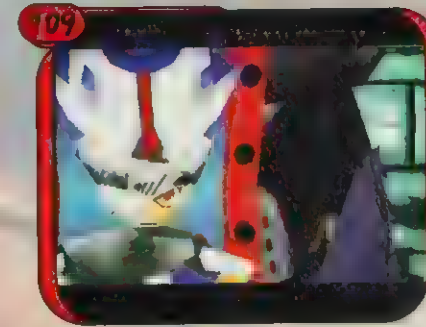
An elevator awaits behind the portrait opening. This will take us to the Specter battle.



Now, take the red moving platform over to an area with a huge mech. The mech. Isn't manned, but it soon will be.



Go around the corner to the right and take the next moving red platform.



This will take us to our first battle with Specter.



In this fight, you will be presented with a Specter's eye-view. It's actually pretty easy. Simply avoid his lock-on fire by keeping on the move...



...and double jump over the shock wave he emits every so often.



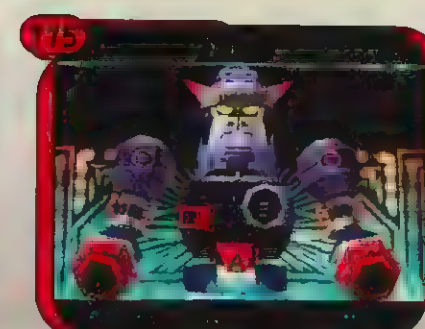
Now, run toward the screen so you're close to his missile launcher.



When you've gotten in close enough, use the Stun Club to give him such a whack. If you connect, the screen goes red and you are propelled backwards.



You'll know you're close enough when the word "danger" appears.



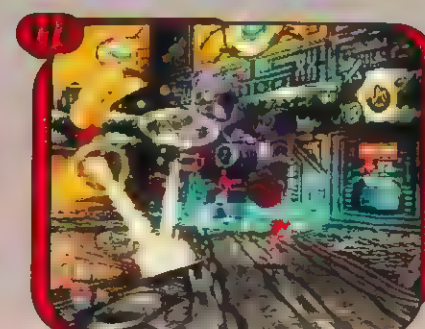
Repeat this six times and he's (at least for the moment) toast, knocking you off of the platform and down to the one with the mech. Specter gets inside the mech. and it's time for round two!



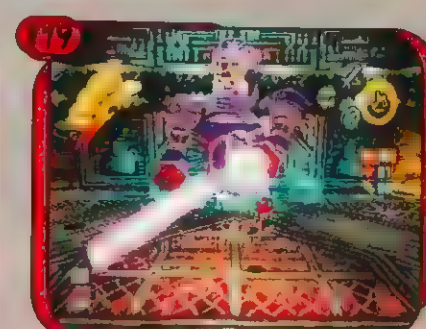
Things get a little trickier, and more random, here. Specter will shoot energy blasts in the air that you must avoid as they come crashing down...



...pound the ground (as long as he has the use of both arms) to take your cookies...



use the two floating orbs to fire laser blasts at you...



...and use his own cannon fire out of his arms.



The arm cannon fire is what you are looking for. After avoiding all of the other stuff, wait for the arm cannon fire to subside, then quickly go into first-person mode and fire the Slingback Shooter and its flash bullets into the arm's green light.



If you run low on ammo, don't worry. These two floating orbs actually do some good. Every time they let off a laserblast, both flash bullets and cookies are left behind. Thank you, thank you very much.



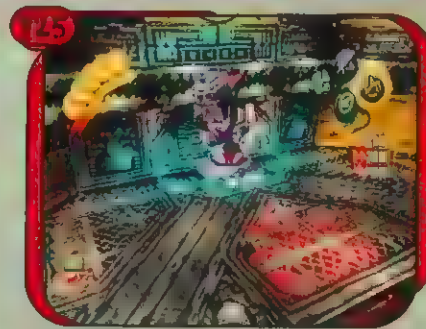
A few hits will take care of one arm.



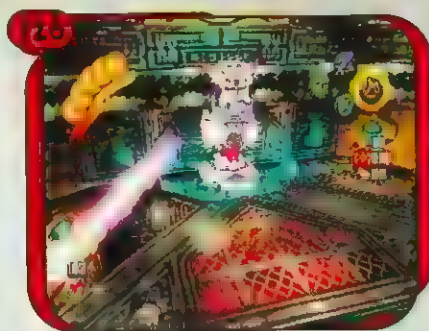
After the first arm goes, the second one is easier to remove. Just be patient and watch for the arm cannon fire.



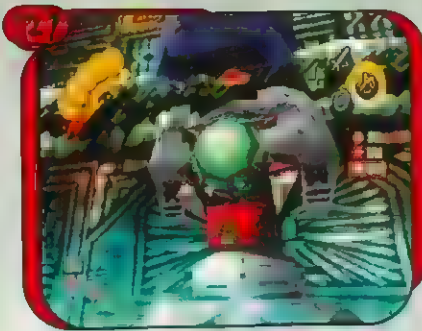
After the second arm goes, much of Specter's armor will fall off as well - exposing a green light on his torso.



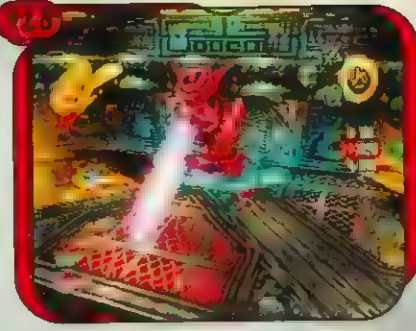
Now, things get a little nasty. What you have to do here is keep an eye on Specter. When he hesitates and looks like he's drawing in energy, pick a spot on either side of the room, or directly in the middle, and wait for him to let go with his blast.



Quickly hightail it from the section you were standing on, just before he fires, as it crumbles into pieces and collapses into the nebula below.



Now's your chance; that energy blast temporarily leaves Specter exposed. Aim for the green light on his torso and let him have it.



After a two hits to his torso, he will shoot two sections of the floor out. Start at one end of the room and draw his fire across the two sections.



Make sure, after every hit, you quickly get out of the first-person mode and run out of the way of the orbs.



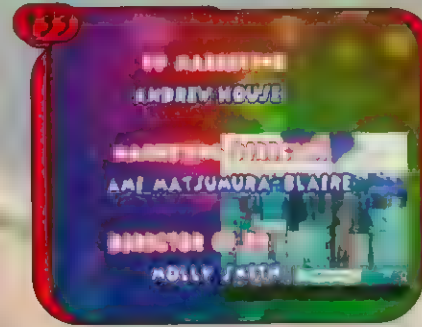
Repeat this process a few times and you will bring Specter to his knees in a fiery explosion.



One problem; he doesn't die, but instead warps out of the area, swearing vengeance.



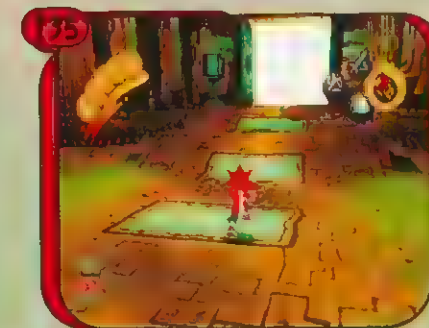
Well, you might as well celebrate the small victory at hand. You've officially "beaten" the game. Congratulations!



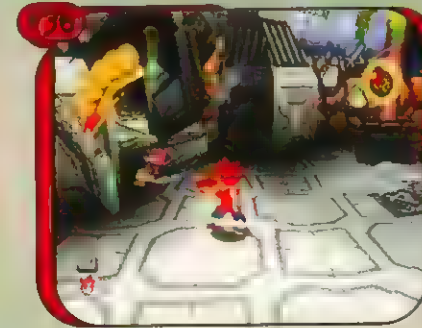
Now, sit back and watch the credits roll and prepare yourself for more monkey madness. We're not quite done yet.



Level Return
Things aren't all bad; the Professor gives you the Magic Punch gadget and tells you to go back into all of the levels and capture the remaining monkeys. Way ahead of you Prof.



When you return to the level (with the Magic Punch firmly in tow), head for the two monkey door and straight into the castle.



Use the Magic Punch to open up the crate on the left that contains **Uribe, Monkey #24** — we're done.



And, if you've collected all of the remaining monkeys in all of the levels, the Prof tells you it's time to move on to the final showdown with Specter.

DIMENSION X

PEAK POINT MATRIX

MONKEYS:
1 (SPECTER)
SPECTER COINS: 0
NEW GADGET: NONE
ADDITIONAL GADGETS
REQUIRED: NONE



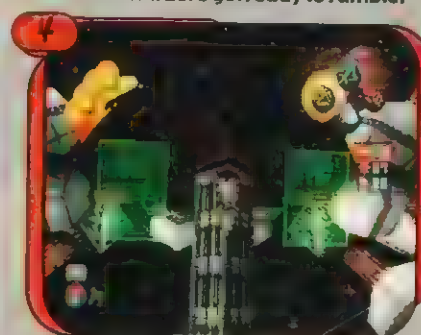
Well, it all comes to this. The Professor has located Specter, way out in Dimension X. Apparently, this mad monkey has been busy building his Peak Point Matrix. Let's get ready to rumble!



Specter's a bit surprised you found him here, and he isn't willing to reason. Let him ramble on for a few seconds while you prepare for battle.



At first, Specter will float around in his flying chair, requiring you to take shots at him with your Slingback Shooter.



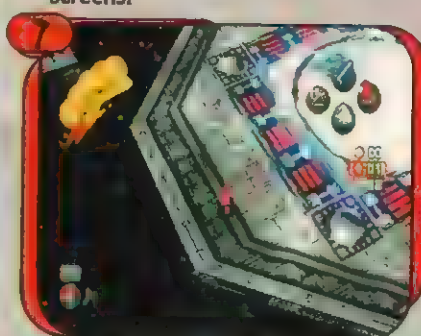
Basically, he will disappear and appear, positioning himself between the hovering, green computer screens.



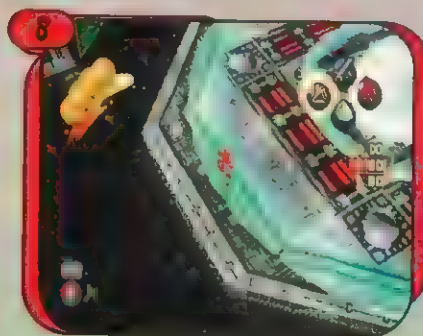
Head for the outer edge of the platform and wait for him to appear. When he does, use your strongest ammo and quickly shoot him.



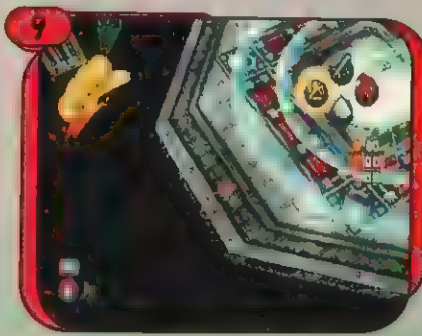
After Specter takes a hit, he will charge up with electric power...



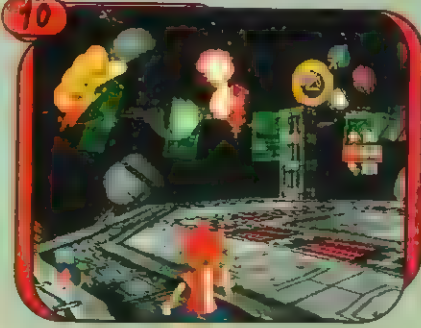
...and send multiple electric shockwaves your way.



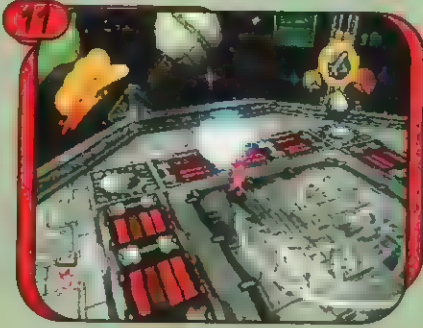
Stay at the edge of the platform and jump over the first.



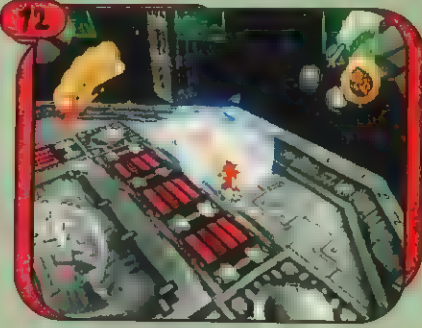
The rest don't have enough juice to reach the outer edge, so just stay put.



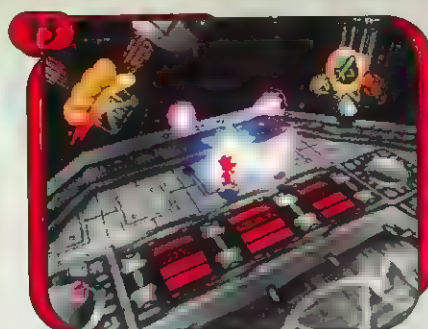
Repeat this process a few times, eventually, he'll come crashing to the ground. Don't let up yet, that monkey's still got some fight in him.



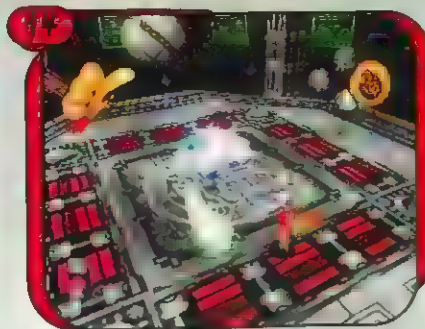
Once on the ground, we're presented with a new combat strategy. Specter will first surround himself with a crystal force field.



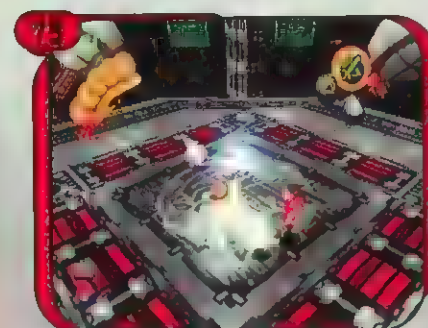
You can smash this force field with just about any weapon, but we suggest using the Magic Punch — you can stay mobile and get great range.



You didn't think he was just going to let you kick his butt without any retaliation, did you? He returns fire by loading up with these red bursts of energy...



...that will turn green and hone in on you. Avoid them, please.



Once in awhile, these green bursts will leave cookies and ammo in their wake. Thank you.



You can hit Specter while the red bursts are hovering around him, but it's a risky proposition. Instead, wait for the green bursts to dissipate and smack that force field. It takes a few hits to expose him.



Quickly, before he's able to regenerate another force field, hit him with your weapon.



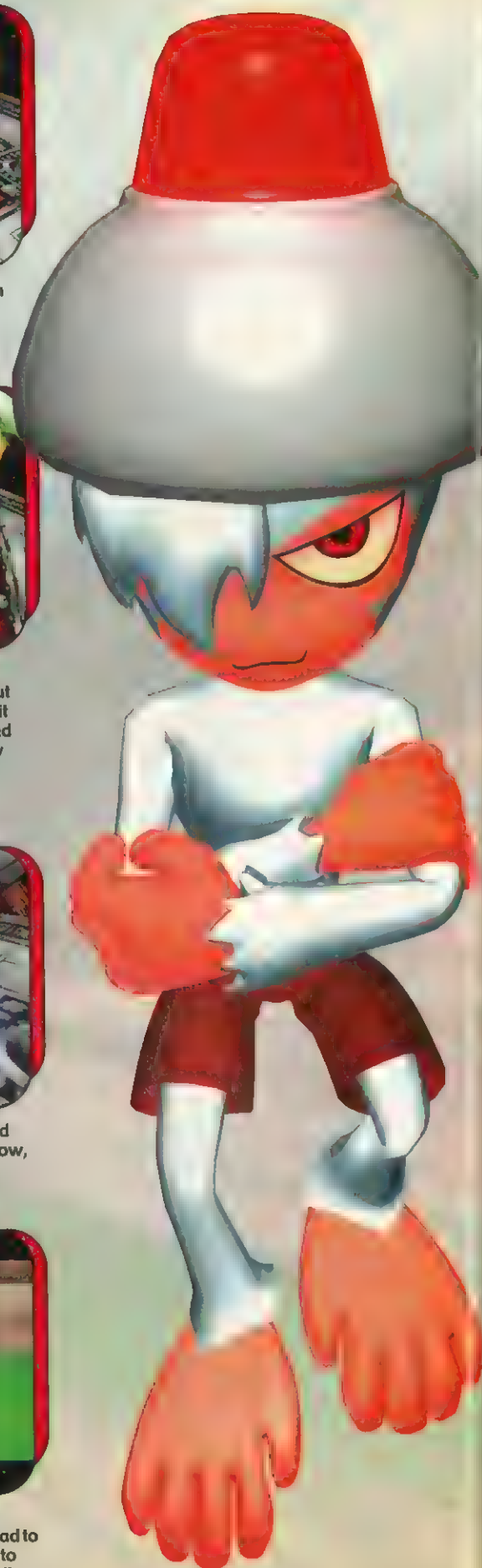
Repeat this process a few times and Specter will finally lose all hope. Now, pull out that Time Net and bag this monkey once and for all!



Congratulations! You beat the game, got 100% of everything and can now boast to all your friends that you are a major monkey man (or woman)! Watch the credits roll again...



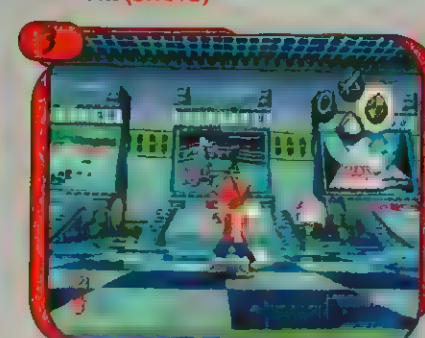
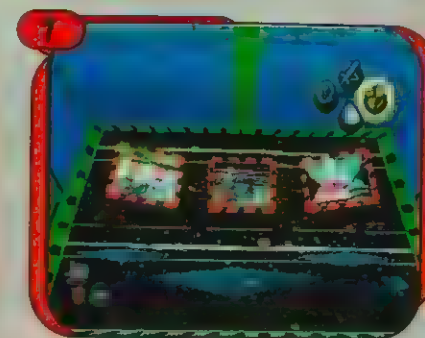
...and watch the real ending take place, where you and the gang head to the amusement park to pay a visit to the newly-returned, and very docile, Specter. The end.



TIME STATION

MINI-GAMES

Among all of the other cool features Ape Escape has to offer, there are three separate and complete Mini-Games to open up and uncover as you progress through the main game. Each Mini-Game will open up only after you've collected a corresponding number of Specter Coins, which are found throughout each level. Once you've opened up a Mini-Game (you will know it's available by its icon replacing the Specter Coin amount on the large screen in the Time Station (Shot 1)), you can head through this door (Shot 2) and then play it by hopping up onto the corresponding button in front of the game screen. (Shot 3)



MINI GAMES

SKI KIDZ RACING

SPECTER COINS REQUIRED: 10



Ski Kidz racing is an ultra-fun one or two player skiing game where you can choose from five paper-thin versions of the main characters in Ape Escape (Spike, Jake, a Monkey, Natalie and the Professor) and then head on out to the slopes. This Mini-Game offers up three courses (which vary in difficulty), and controls using only the thumbsticks — right stick for the right ski, left stick for the left ski, up on both for jet propulsion and both sticks toward the middle for parallel. You are awarded with gold, silver and bronze medallions for placing in the top three and there's even a cool, Gran Turismo-style replay after each race.



MINI GAMES

SPECTER BOXING

SPECTER COINS REQUIRED: 20



Specter Boxing opens up after you've found 20 Specter Coins. This unique boxing game lets you choose from five different monkeys and then duke it out in the ring. What's extremely cool about this game is the way you control your simian pugilist — with both thumbsticks, of course. Basically, each stick represents your monkey's arm and you need to pull back and then push forward to gain momentum. There are three different modes of play, which include: a two-player Versus Mode, Training and Championship.



MINI GAMES

GALAXY MONKEY

SPECTER COINS REQUIRED: 40



Galaxy Monkey harkens back to the olden days of video gaming with a retro-style space shooter. In the game, you control a UFO-bound monkey who must shoot his way across the galaxy. Your ship has the ability to move anywhere around the screen (controlled by the left thumbstick) while shooting in any direction at the same time (controlled by the right thumbstick). Downed enemies sometimes leave weapon power-ups and the difficulty greatly increases as you progress through each level. Galaxy Monkey is also a two player game.



MONKEY GALLERY

Welcome to the Monkey Gallery, a complete and comprehensive checklist where we present all 204 of Ape Escape's monkeys for you to keep track of and check off as you play through the game. Each of the monkey's names, pictures and personalities are displayed on these pages, giving you all of the necessary information you need before you go in and grab 'em.

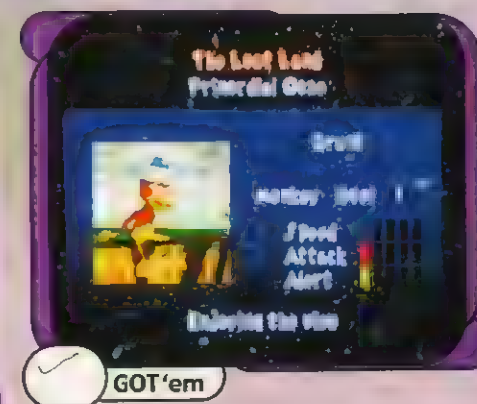
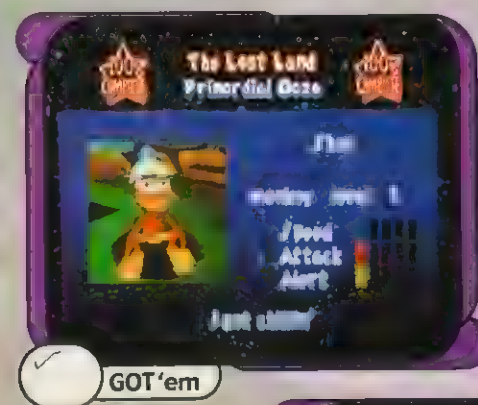
STAGE 1-1 LOST LAND

FOSSIL FIELD



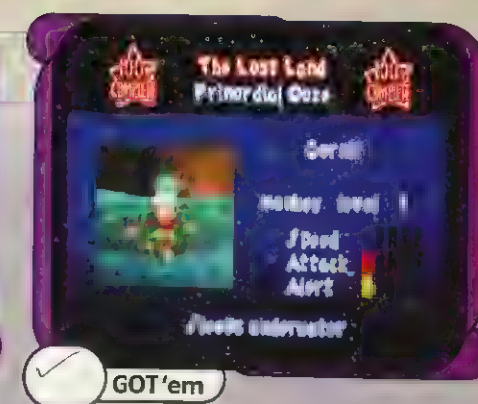
STAGE 1-2 LOST LAND

PRIMORDIAL OOZE

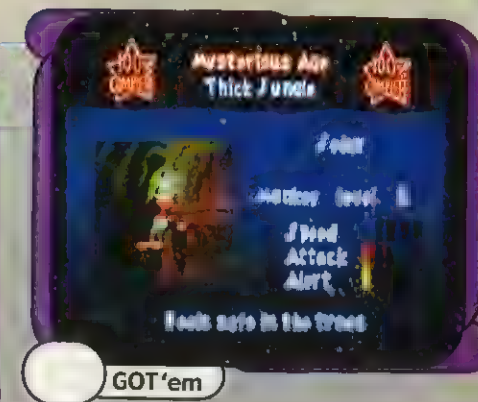
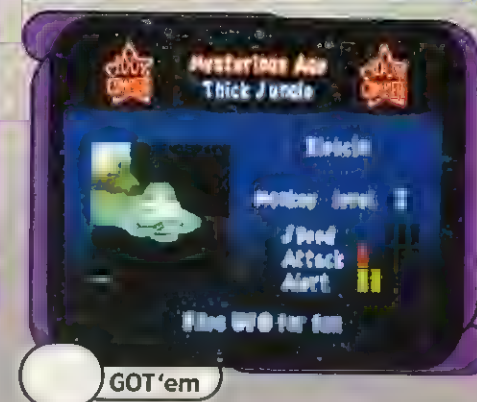
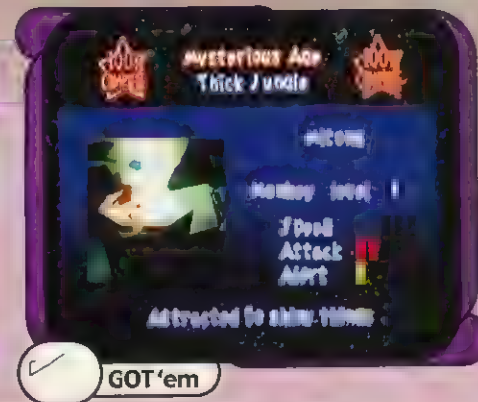
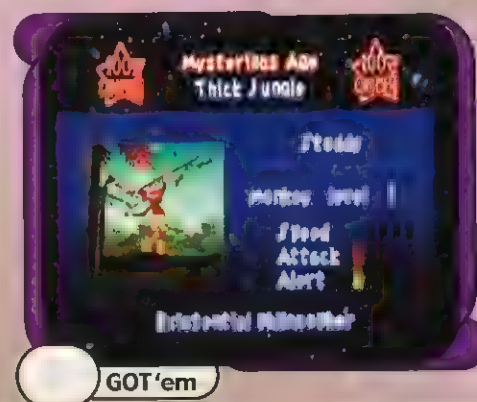
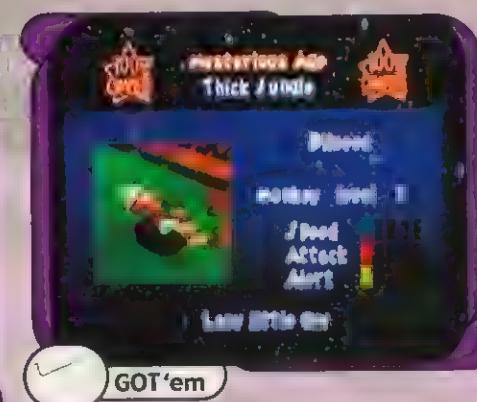
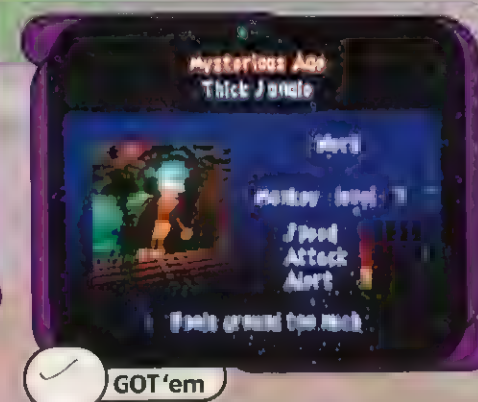
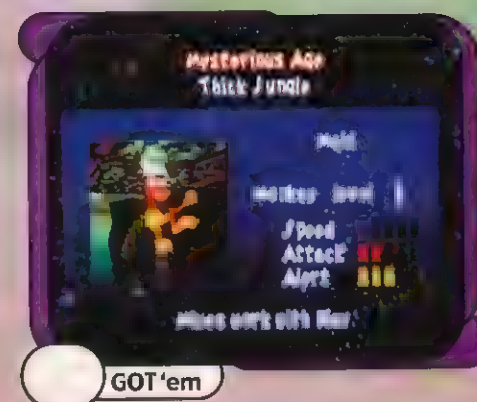
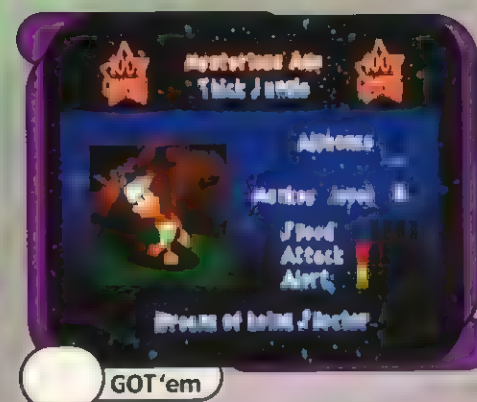
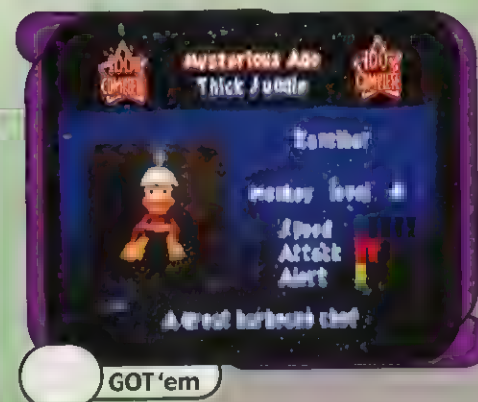
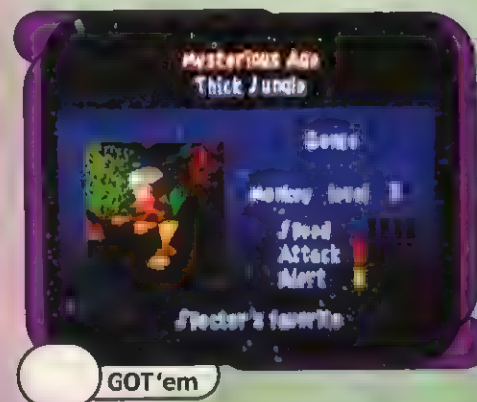
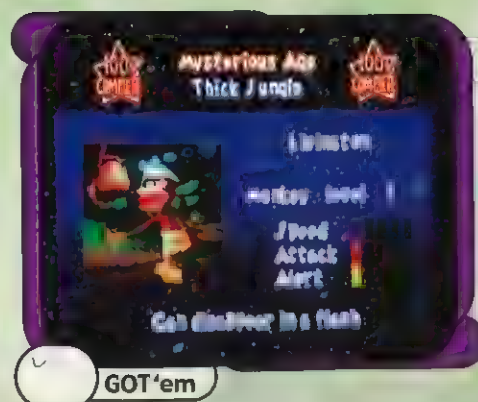


STAGE 1-3 LOST LAND

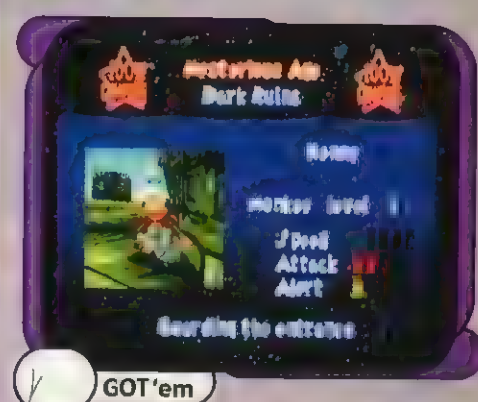
MOLTEN LAVA

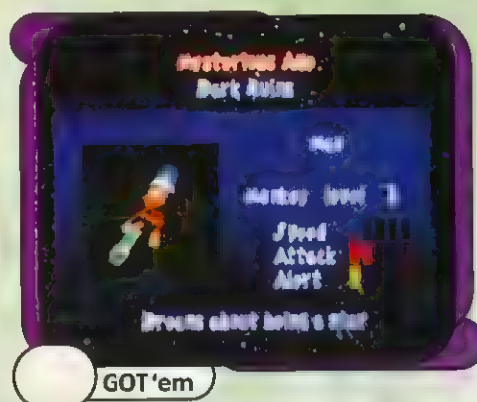


THICK JUNGLE

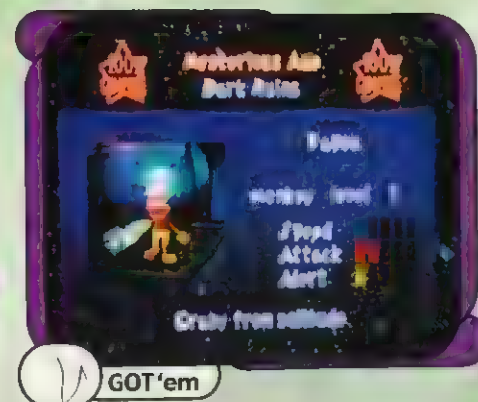


DARK RUINS

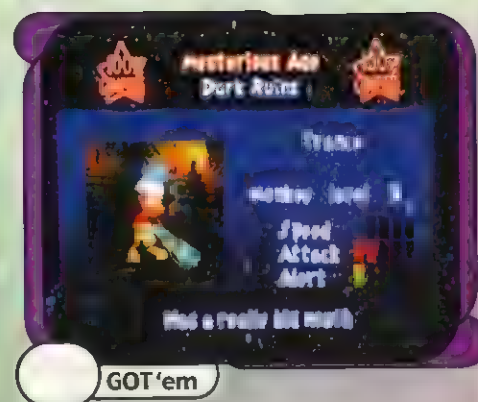




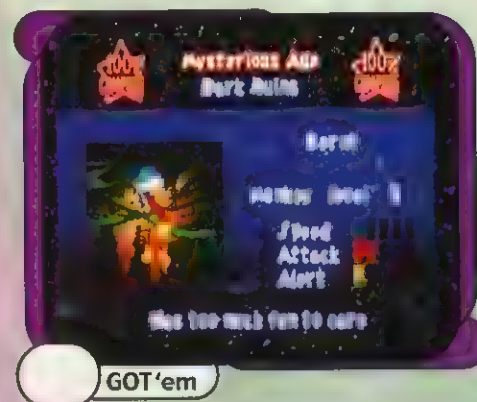
GOT'em



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STAGE 2-3 MYSTERIOUS AGE CRYPTIC RELICS



GOT'em



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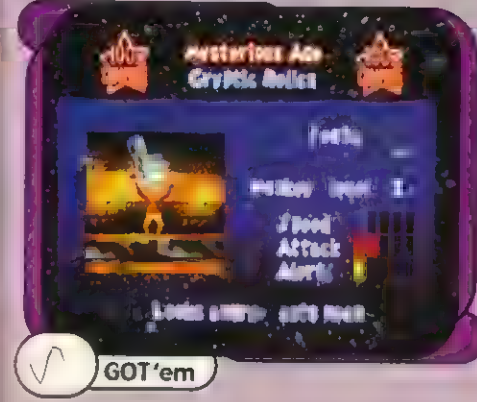
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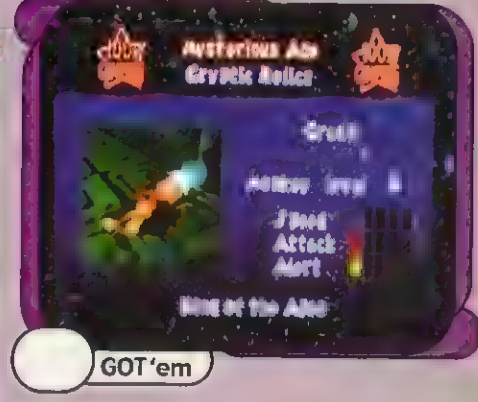
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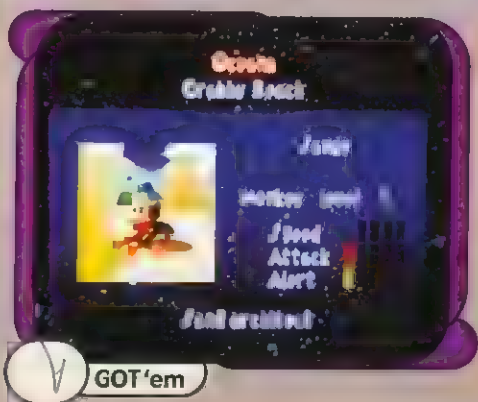


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STAGE 3-1 OCEANA CRABBY BEACH



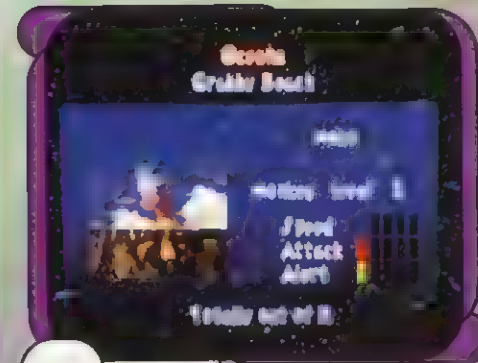
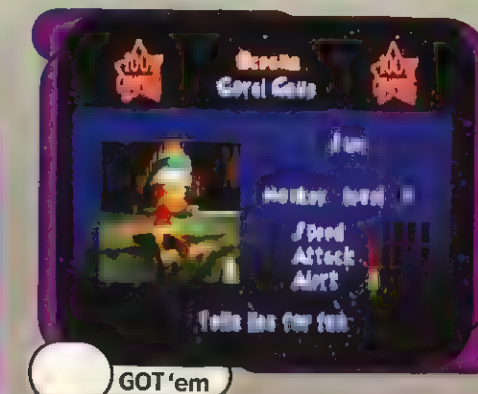
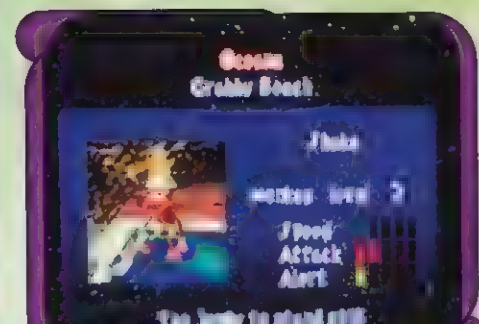
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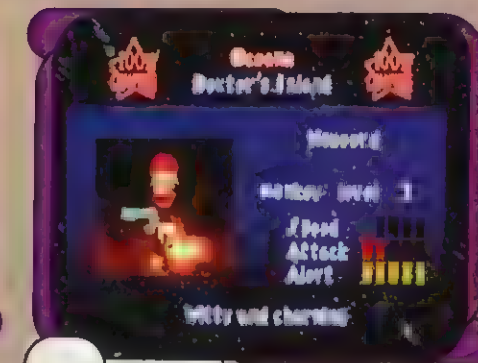
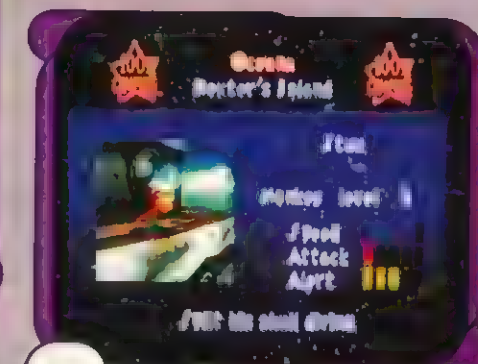
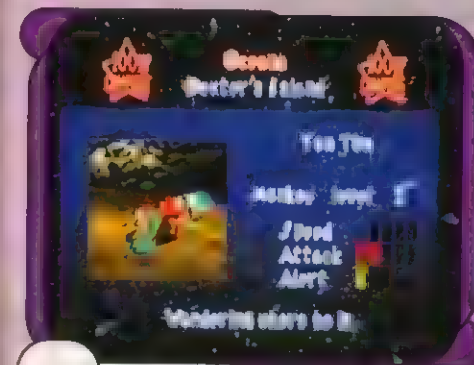
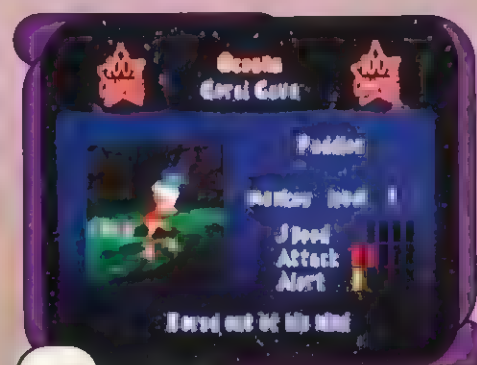
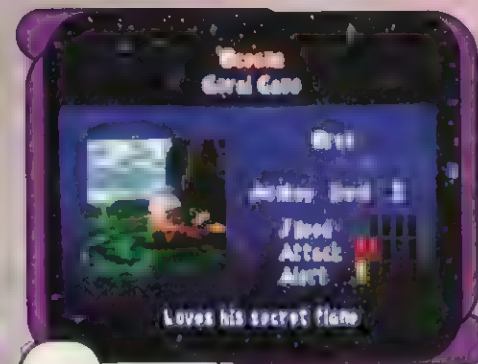


STAGE 3-3 OCEANA

DEXTER'S ISLAND

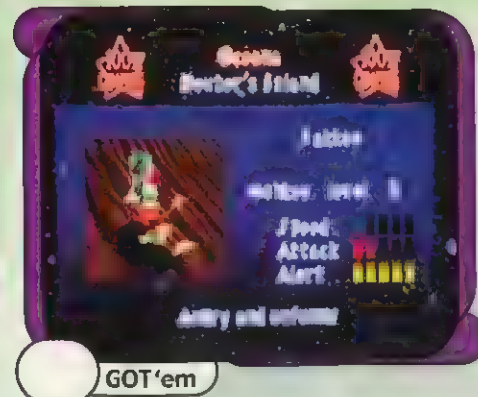
STAGE 3-2 OCEANA

CORAL CAVE





GOT'em



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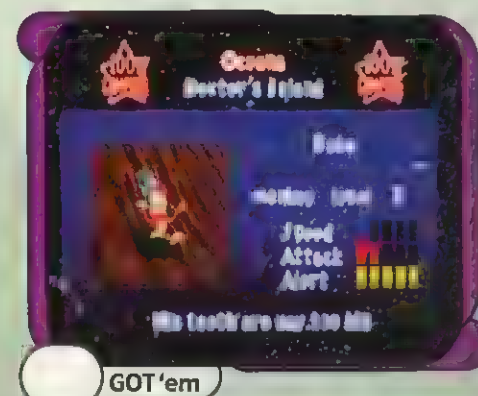
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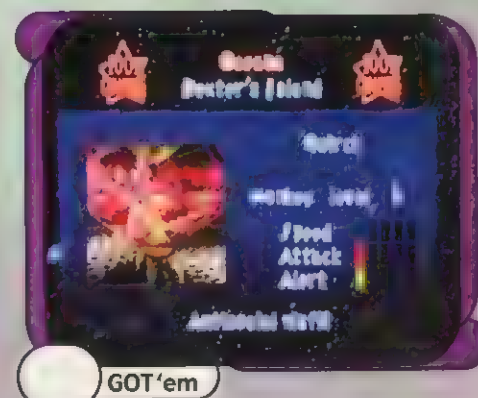
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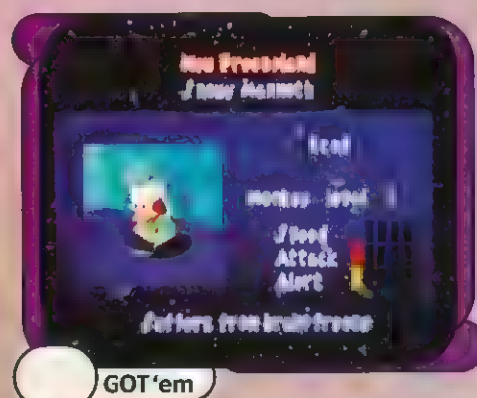
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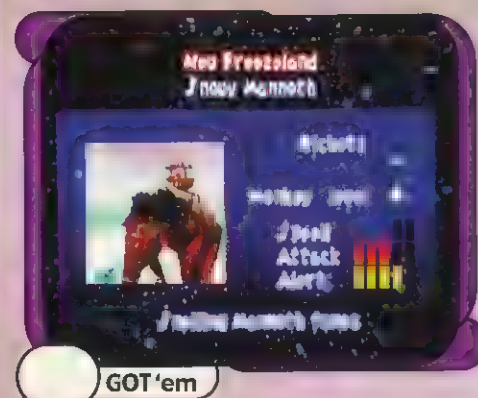
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STAGE 4-1 NEW FREEZE LAND

SNOWY MAMMOTH



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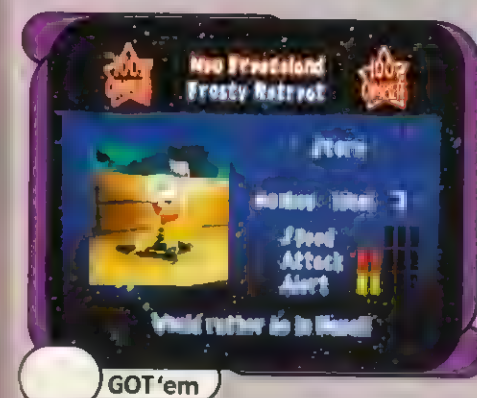
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STAGE 4-2 NEW FREEZE LAND

FROSTY RETREAT



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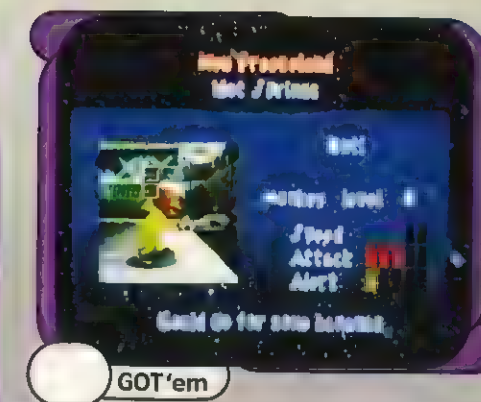


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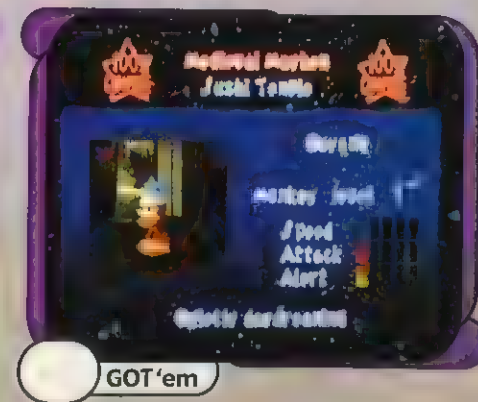
STAGE 4-3 NEW FREEZELAND

HOT SPRINGS



STAGE 5-1 MEDIEVAL MAYHEM

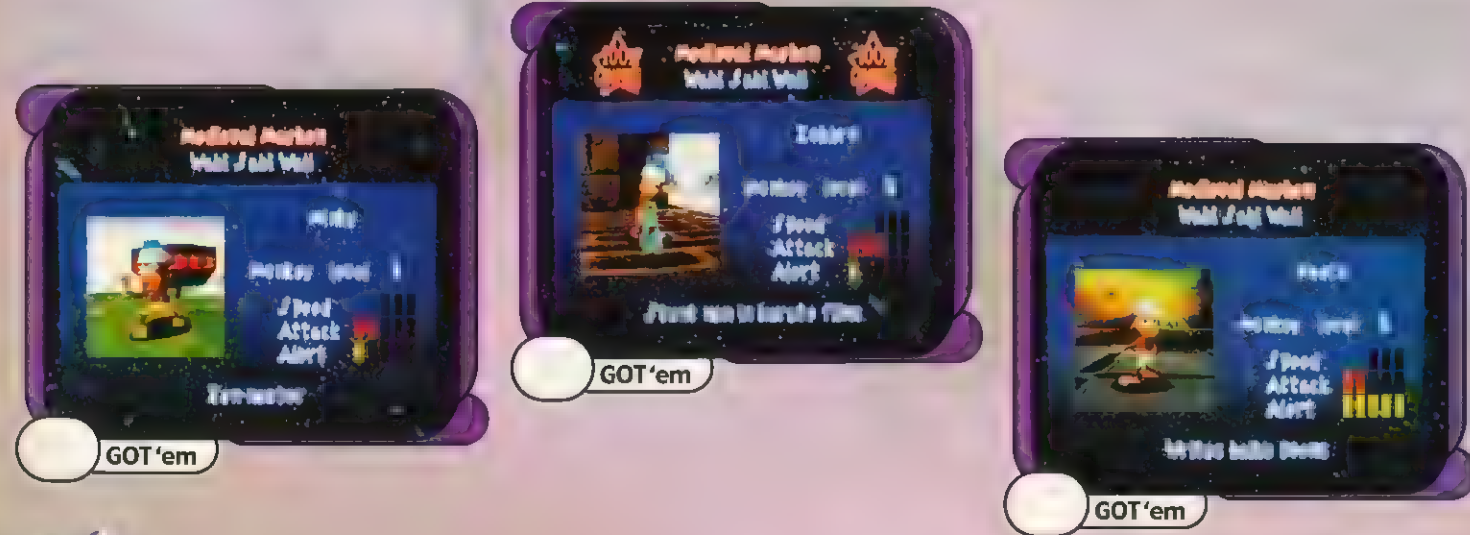
SUSHI TEMPLE





STAGE 5-2 MEDIEVAL MAYHEM

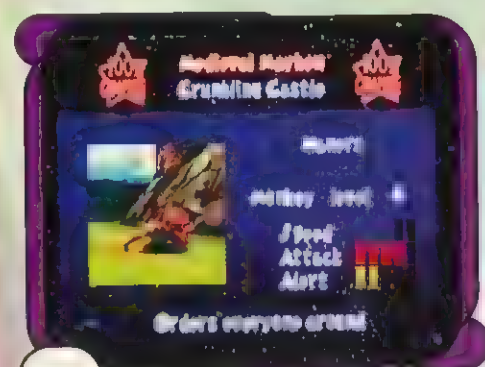
WABI SABI WALL



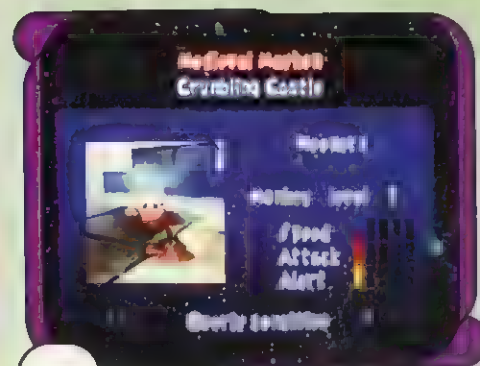
STAGE 5-3 MEDIEVAL MAYHEM

CRUMBLING CASTLE

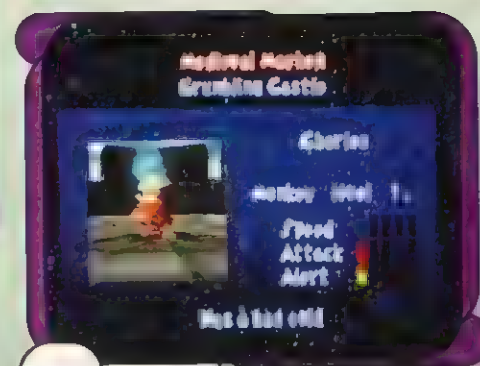




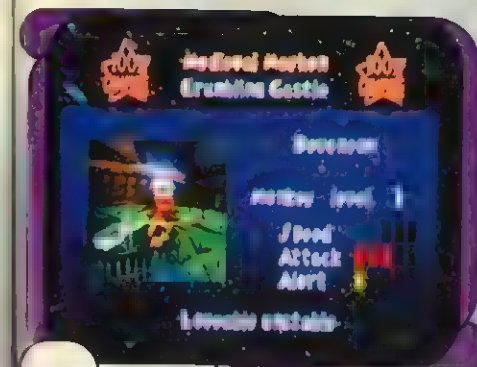
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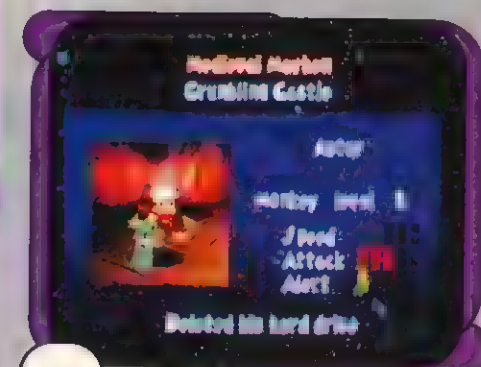
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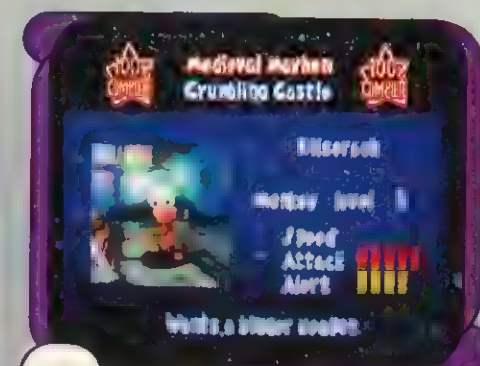
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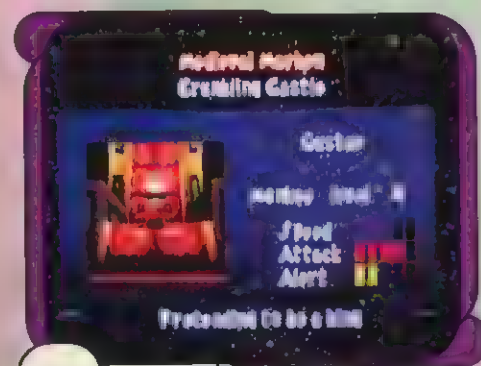
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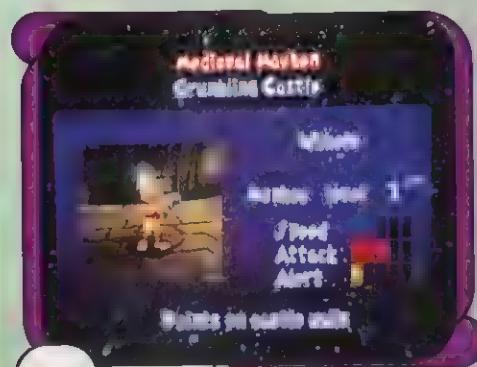
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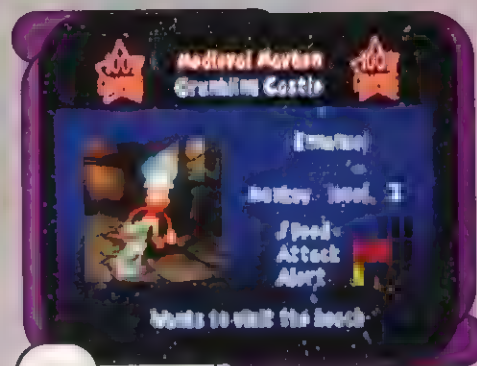
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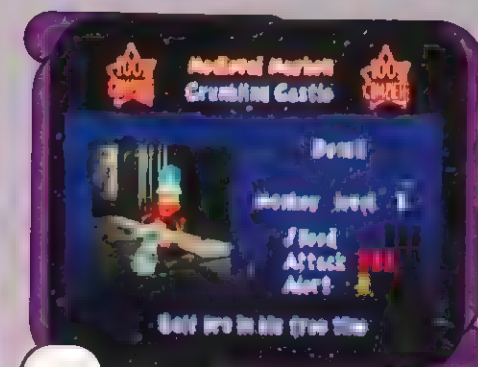
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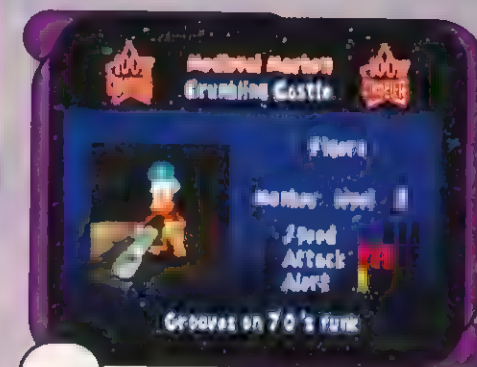
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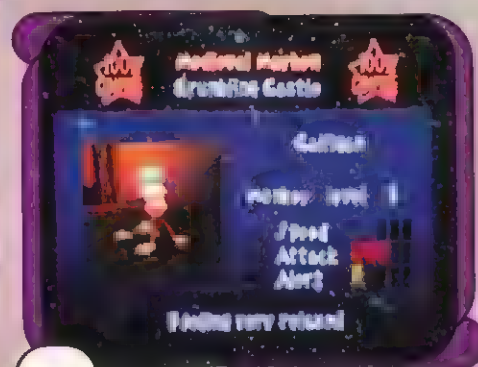
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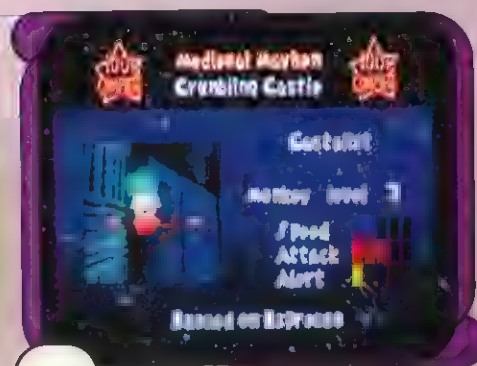
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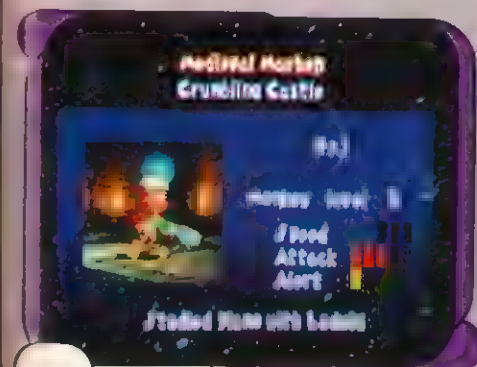
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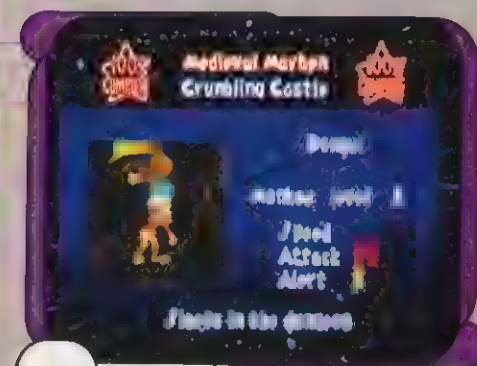
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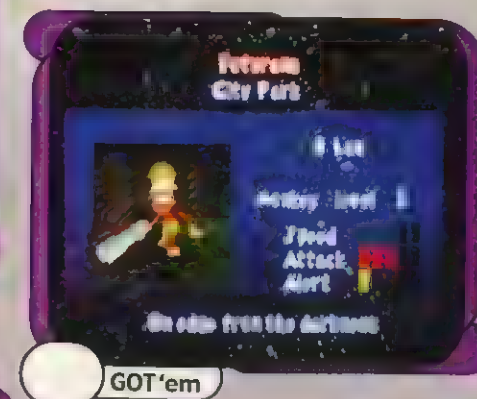
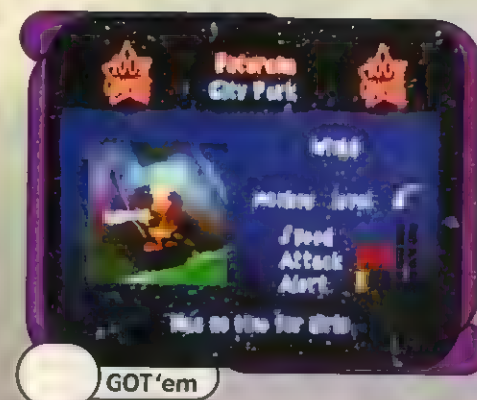
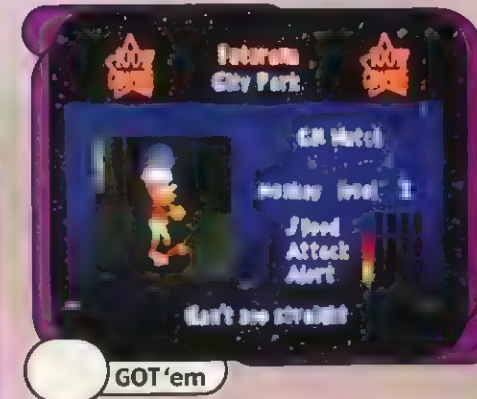
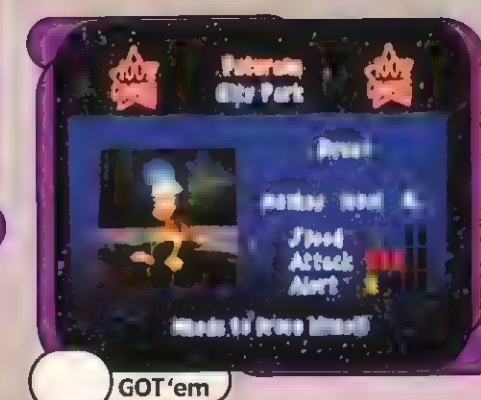
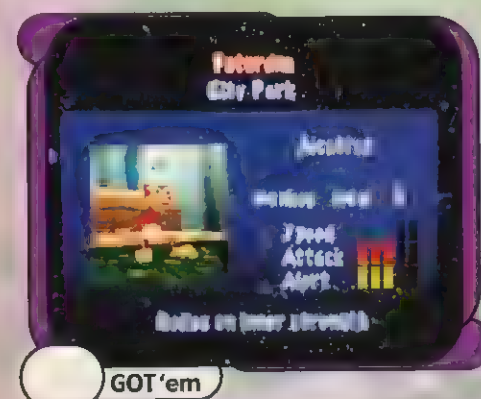


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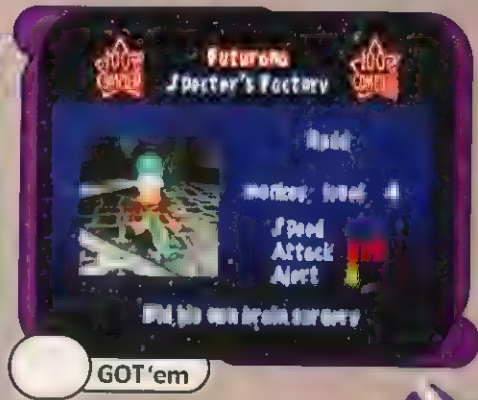
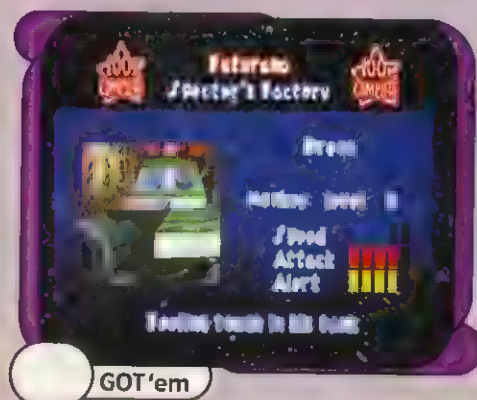


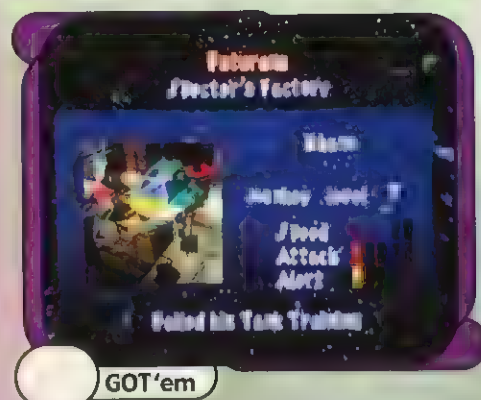
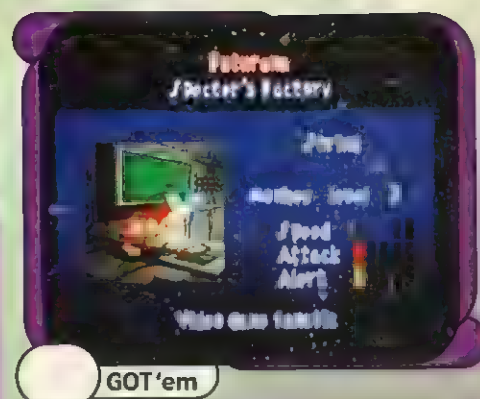
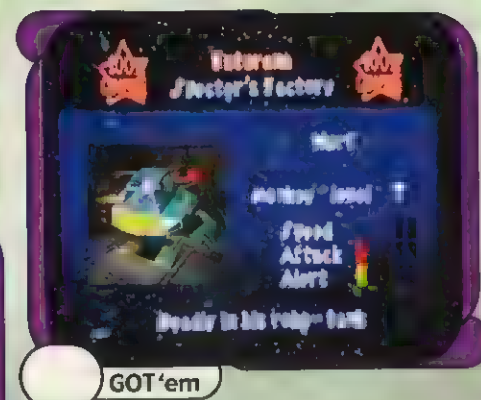
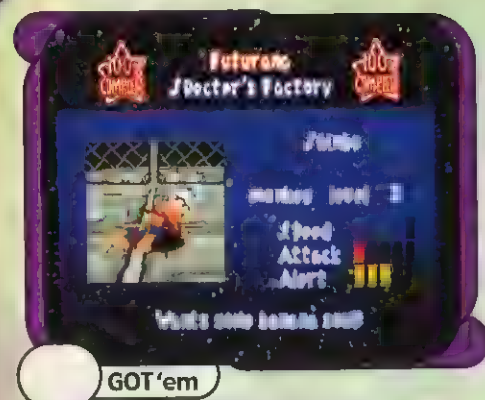
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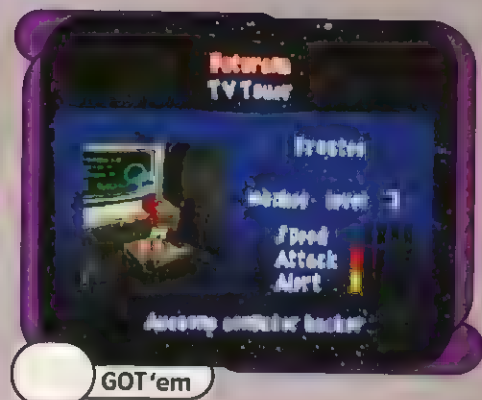
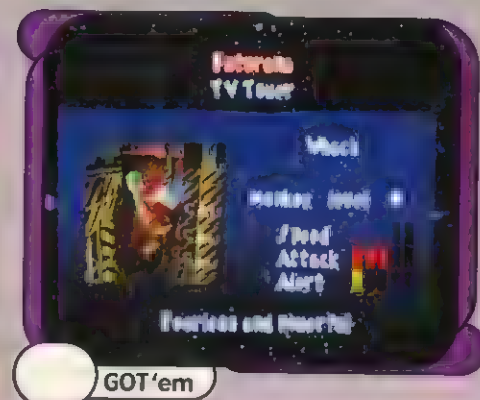
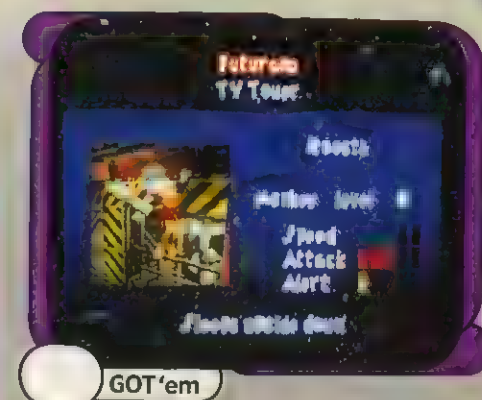
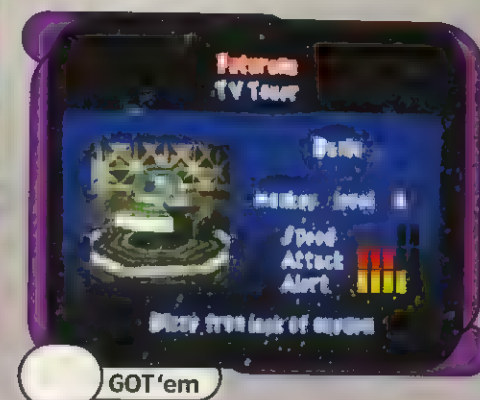
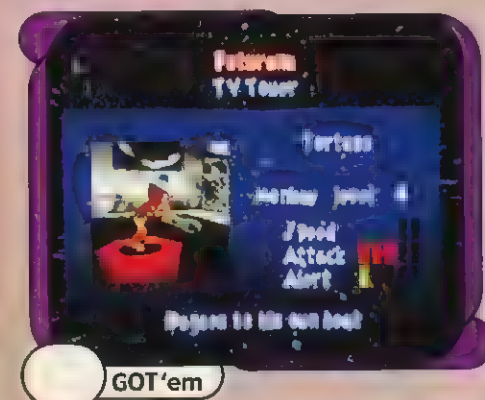
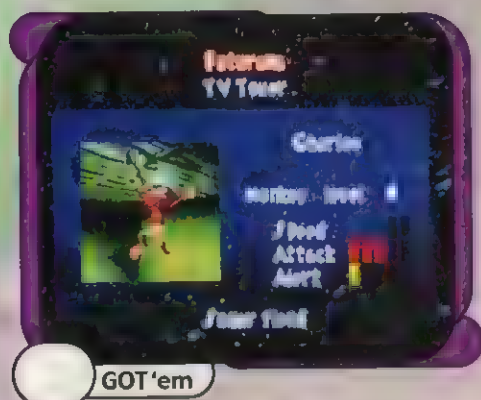
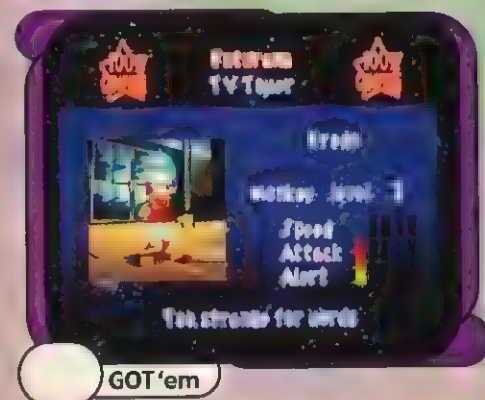


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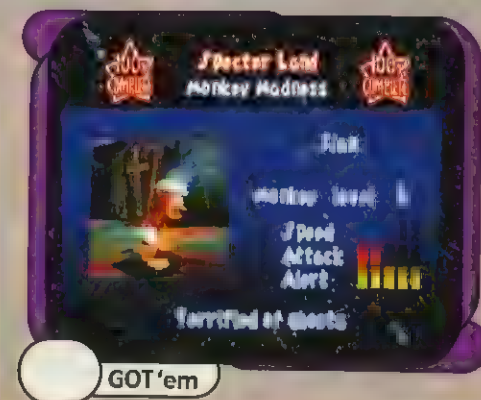
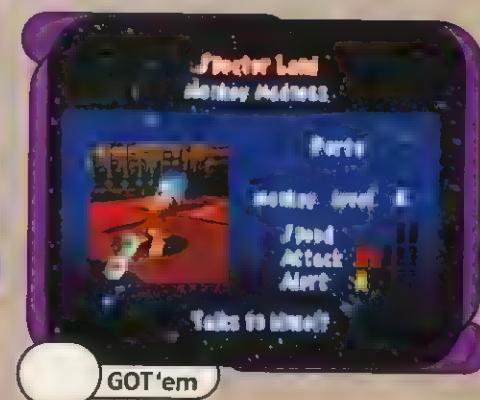




STAGE 6-3 FUTURAMA TV TOWER



STAGE 7 SPECTER LAND





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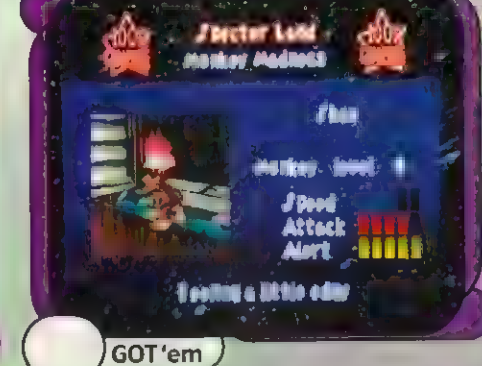
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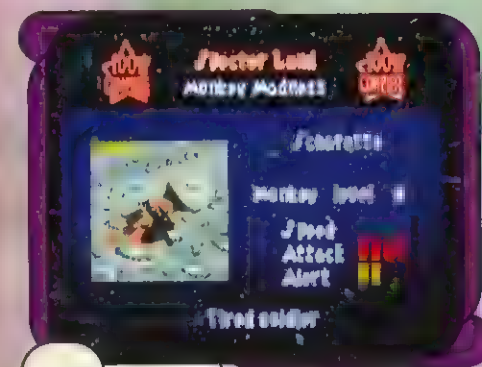
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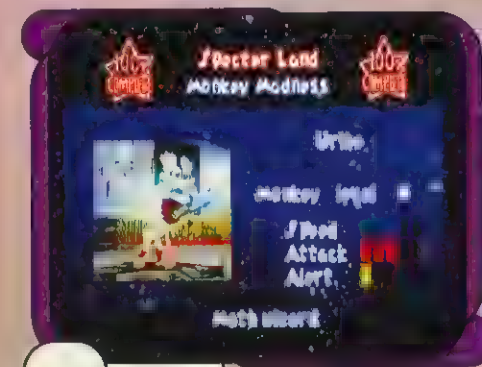
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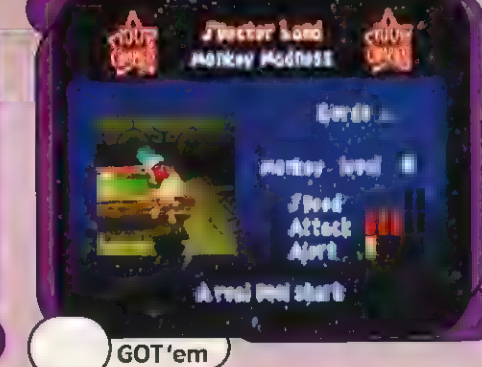
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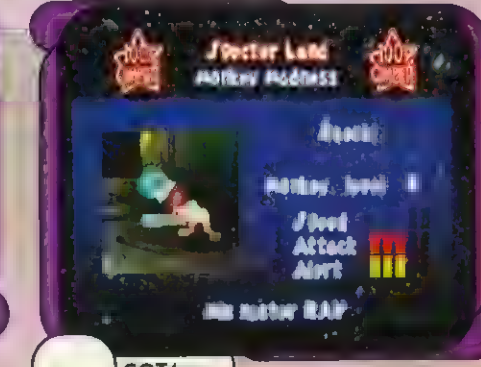
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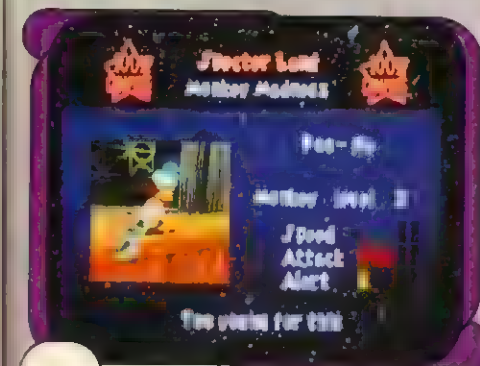
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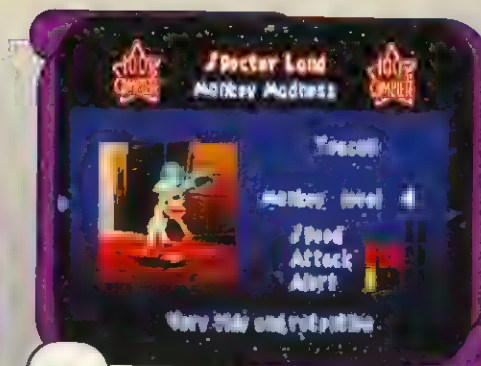
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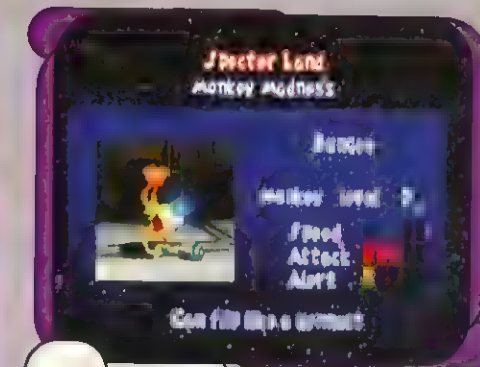
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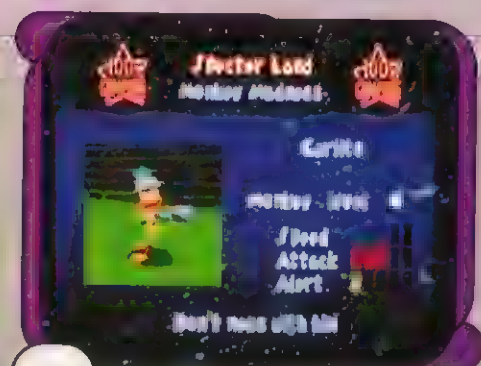
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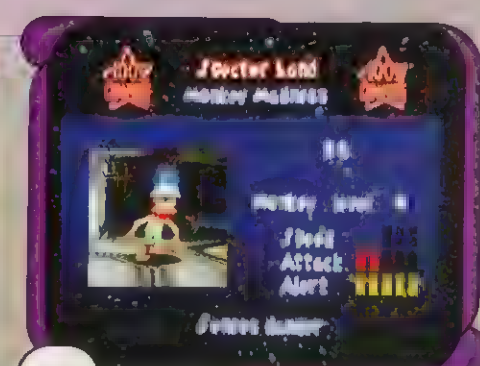
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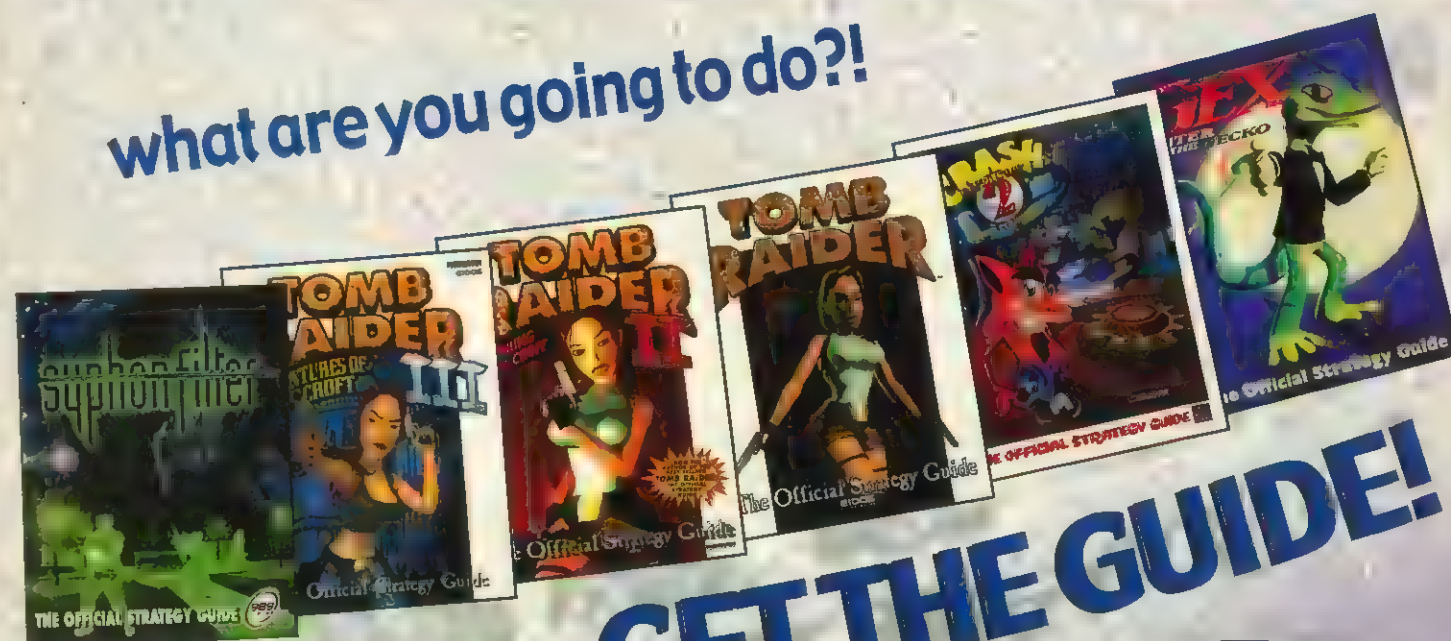
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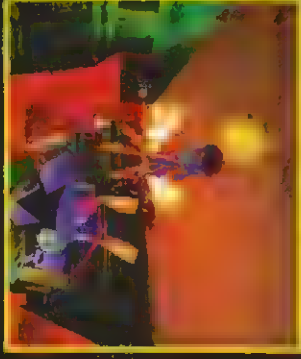
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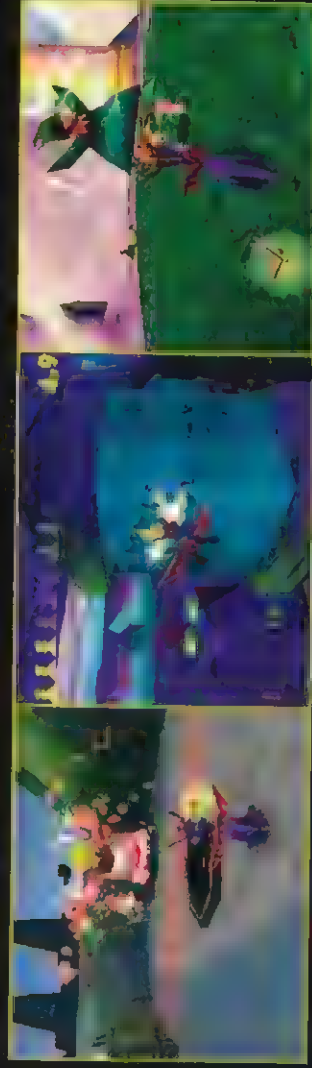
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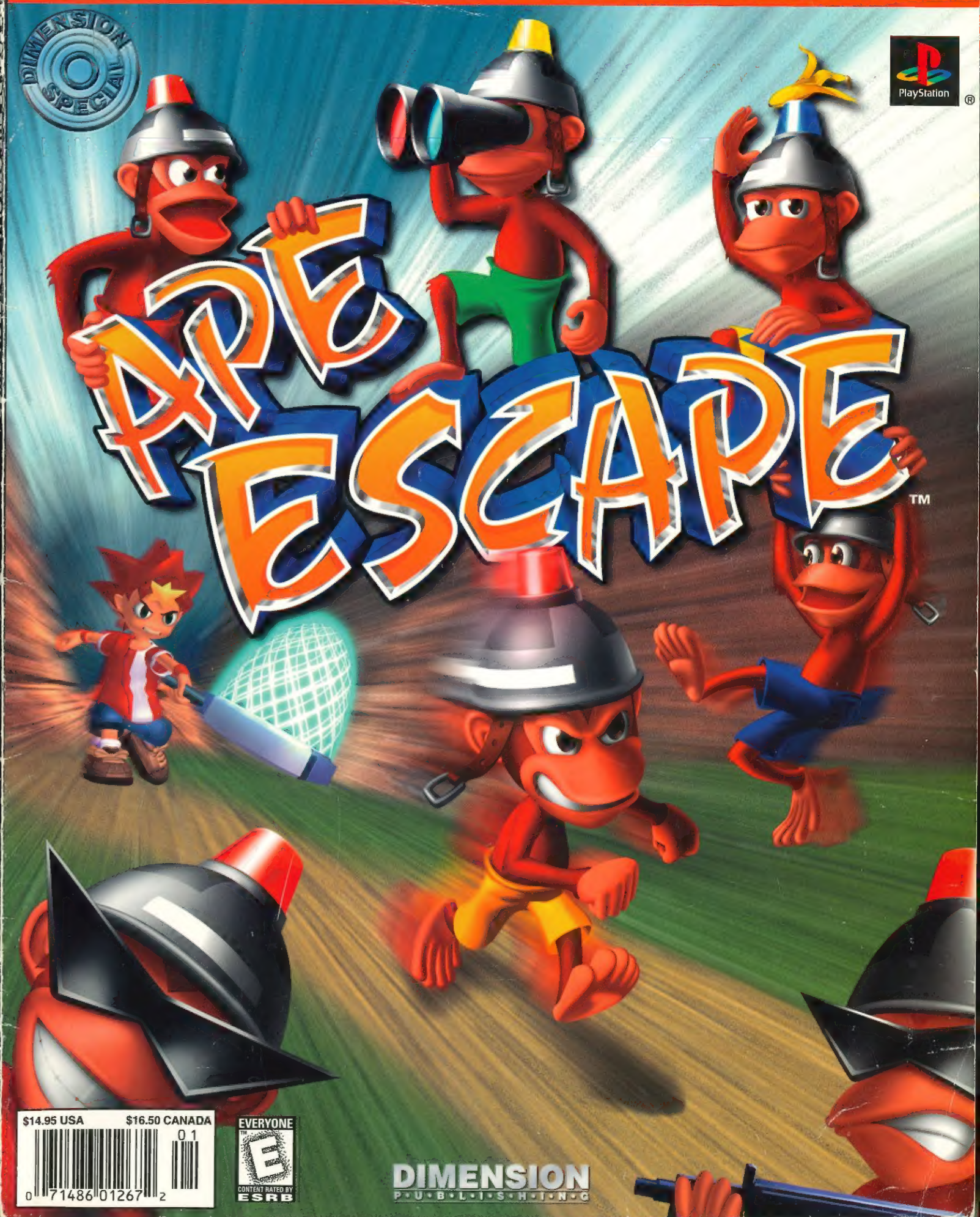
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